

BEST SPORTS GAMES EVER! SYDNEY 2000 • WWF SMACK DOWN! • EURO 2000 • COLIN MCRAE RALLY 2.0 • GRAN TURISMO 2 • TOCA WORLD TOURING CARS • AND MORE...

SPORTS
SPECIAL!

COLLECTOR'S EDITION • REVIEWS • PLAYABLE DEMOS • TIPS



OFFICIAL UK

PlayStation®

Best Games Ever!



WWF Smack Down!

200 Legbusting throws and moves in our playable demo! Try them all now!

GOING FOR GOLD!

Check out our **Olympic-sized** coverage of the summer's **best** sports game, **Sydney 2000**

"And the winner is..."

Want to know what the **Top 50 Sports Games** are? Want to **win 'em**? See **p88**

Perfect Ten!

Read why **TOCA WTC** got our **highest score** – then watch it in glorious action on our disc

Re-Match Of The Day

Play England vs Germany. Relive our finest hour in our **EURO 2000** demo

Wheels On Fire

Read the review. Try the tips. Erm, crash the game... It's **Colin McRae Rally 2.0**

Sydney 2000™

Let **your** fingers do the walking...

Gran Turismo 2

Witness PlayStation **perfection!** Track tips and car clues inside

PLUS! THE HISTORY OF VIDEOGAME SPORT
RONALDO V-FOOTBALL ■ COOL BOARDERS 4
WINTER'S BEST SPORTS GAMES PREVIEWED!



AUTUMN 2000

£4.99





What next, nuclear bomb on board?

Wrong type of snow.

Leaves on the line.

Points failure.

We make no apologies for this nightmare train journey. Expect bombs, terrorists and no chance of a seat.
Arriving September 2000. Thankyou.

chase the express



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Editor's Letter

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Magazine
Of The
Year
1998/1999

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Media With Passion



The Best Sports Games Ever! That's one hell of a claim. A quick look at the PlayStation shelves will offer up an incredible range of truly brilliant sports games. From the mighty *ISS Pro Evolution* to the brilliant *TOCA: WTC* the choice is massive. To make it easier we thought we'd compile a magazine devoted to what we reckon are the finest ever sports games. And to make buying your next game even easier, four of these finest games are playable on our exclusive demo disc. Looks like you just won the gold medal!

Ever since the very first sports game made its appearance in the arcades the gaming public (you and me) have been fascinated by the things. It's the ideal post-pub game – all you need are four pads, a multi-tap and a crate of beers for the perfect night in. There's something innately satisfying about mashing a joystick left and right to see if you can beat the guy next to you. For a closer look at the evolution of videogames turn over a couple of pages and take a look at the special Armchair Athletics feature. There's nothing that man doesn't know about games.

But before you start reading this special magazine let us explain why there are car games in it (well, don't tell us you weren't asking the question!). It's pretty simple really. When we were deciding which games to put on the CD someone suggested *Colin McRae Rally 2.0* would be a great one as it's one of the finest racing games this side of the crash barrier. Initially, the plan was ignored but then it hit us what a great idea this was so on it went. After all, racing against cars is as much a sport as racing against a huge sprinter isn't it?

Anyway, enough of my wittering, it's time you pulled the CD out of the bag to see just how good PlayStation gaming gets. *WWF Smack Down!*, *Colin*, *Euro 2000* and *Sydney 2000* – we've surpassed ourselves.

Let the games begin...

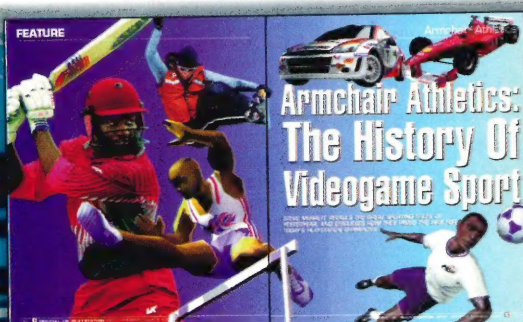
Andrew Collins

Andrew Collins (Editor)



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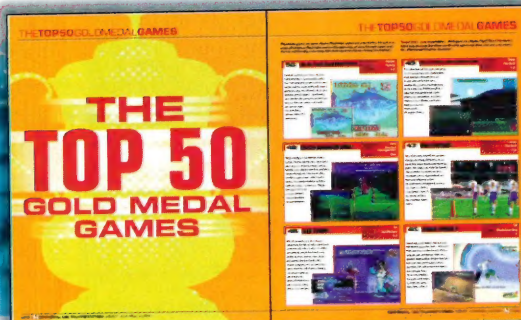
TURN OVER
NOW!



page **006**

Armchair Athletics

Pong to Premier Manager – they're all in there...



page **088**

The Top 50

From 50 to 1, the greatest sports games money can buy.

REVIEWS

Sydney 2000 012

Reduce your thumbs to bloodied stumps with the armchair athlete's five ring circus.

Colin McRae Rally 2.0 024

Get in gear as Colin makes tracks once more. We give you the inside line on the muddy funster.

Euro 2000 036

Recreate, remonstrate, relive. Enjoy the summer of soccer once more with EA's latest innovation.

WWF Smack Down! 046

Y-Fronts and olive oil to the fore in the greatest ever grapple fest. We get ready to rumble...

Gran Turismo 2 054

Still the greatest ever racing game? You bet. Just marvel at every nitro sucking, speed crazed second.

Cool Boarders 4 066

If *Cool Boarders 3* is the runt of the *Cool Boarders* series, episode 4 is the best...

TOCA: World Touring Cars 072

The third and greatest outing for the TOCA series.

Ronaldo V-Football 082

Beautiful game, ugly player. Can the bucked toothed legend tempt us Inter playing once more?



SUBSCRIBE!
Save money
with our latest
offer. Turn to
page 106
NOW!

page **102**

PREVIEWS



Previews

Want to know what you'll be buying in a few months? Read on...

PREVIEWS

Tony Hawk's 2 116

More injuries than *Casualty*, the man with the rubber skull bounces back yet again.

Matt Hoffman Pro BMX 117

The two-wheelers plan to battle it out. Let's see who's the daddy now.

Dave Mirra Freestyle BMX 117

Grazed knees and landing on your berm, Dave Mirra wants to drive you stunt nuts.

Ready 2 Rumble 2 118

With more vertical hair than Don King, the charactered pugilists return for more beatings.

Ducati Life 118

Two wheels good, four wheels bad? Is Ducati Life destined to be the *GT* of the Superbikes?

LMA 2001 119

Sheepskins a go-go with the new improved management masterpiece.

International Cricket Captain 2000 118

Pretend you're Nasser Hussain or just take on the job of your home county.



TONY HAWK'S PRO SKATER 2



MATT HOFFMAN PRO BMX



READY 2 RUMBLE 2



DUCATI LIFE



LMA 2000



DAVE MIRRA FREESTYLE BMX

On The CD

If you thought the last Best Games disc was great then this one is a gaming classic. Just look at what's on it!



SYDNEY 2000

The gameplay might be a tad simplistic but this is the finest athletics game money can buy. Try it out now!

TURN TO PAGE 12

COLIN MCRAE RALLY 2.0

If you thought the first game was brilliant prepare to be astonished, *Colin 2* is even better. See for yourself.

TURN TO PAGE 00

EURO 2000

Think you can do better than England (well, who can't). Prove it with our exclusive playable demo.

TURN TO PAGE 36

WWF SMACK DOWN!

Play with your favourites wrestlers in the two-player demo of the best sports entertainment sim around.

TURN TO PAGE 46

TOCA: WTC

Find out exactly why we gave this full marks in our review. It's the greatest TOCA game ever made!

GRAN TURISMO 2

The world's greatest racer in its full glory. Witness perfection then run out and buy it.

COOL BOARDERS 4

Snowboarding was never this much fun. Okay, it was but this is the closest you can get to the real thing.

RONALDO V-FOOTBALL

He might be injured and never play again but with this rolling demo you can watch him whenever you want.

FEATURE



Armchair Athletics

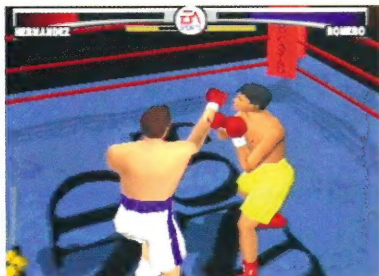


Armchair Athletics: The History Of Videogame Sport

STEVE MERRETT RECALLS THE GREAT SPORTING TITLES OF
YESTERYEAR, AND DISCUSSES HOW THEY PAVED THE WAY
FOR TODAY'S PLAYSTATION CHAMPIONS...



Armchair Athletics



SPORTING GREATS

Just as technology is having a major effect on today's sportsmen, so videogames have kept in step with the latest advances. For sweat-resistant £45-a-pop football shirts that are changed annually, read the *FIFA* series and its regular updates. Similarly, as our Olympic team goes for gold in Sydney wearing the latest in sleek, aerodynamic kit, so Eidos unveils what it predictably calls the most realistic athletics game to date, itself showing off a number of touches to make world records all the more achievable. The razzmatazz of WWF wrestling is every bit as resplendent in THQ's officially-endorsed titles, while a greater number of sports are also benefiting from new console advances – notably, cricket, basketball, ice hockey and American football.

But first of all, let's explode a myth. The first sports game was not, as is widely thought, *Pong*, or its many 'bat 'n' ball' kin. After all, these games were born out of necessity. The technology at the time was not capable of creating anything resembling a sportsman, so with graphics limited to a line and a square, *Pong* and its many tennis/handball/whatever spin-offs were only deemed as such because it would be impossible to

create anything else from such basic tools. Instead, it was the titles that followed in the late '70s/early '80s that paved the way for today's motion-captured, fully-rendered and incredibly-detailed releases. Imaginatively-titled efforts called *Basketball*, *Football* and *Baseball* from fledgling firms such as Bally, Stern and Atari started to hit the arcades, with the latest leap in videogame technology allowing for monochromatic approximations of players that – albeit vaguely – could be recognised as football players or basketball stars. They also featured rudimentary pitch or court designs and played according to limited, but recognisable, rulebooks.

ON THE STARTING BLOCK

As the '70s gave way to the '80s the majority of arcade developers chose to jump on the *Space Invader* bandwagon and the sports titles were neglected. A lot of this can be attributed to the cash turnover differences

between sports and space titles.

Firms realised that, by limiting the player to three lives, space games tended to be over quite quickly.

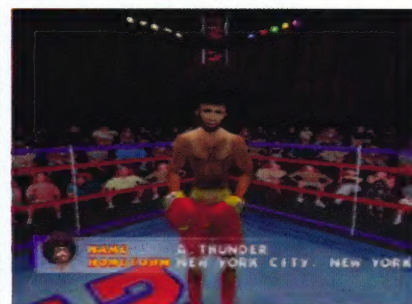
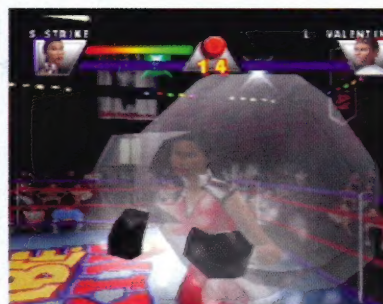
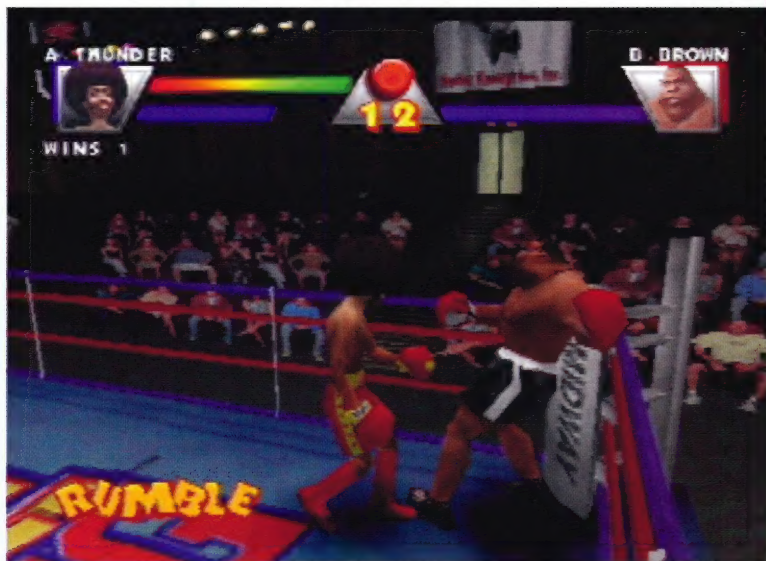
Sports games, however, were over a predetermined length and, thus, less profitable. Nevertheless, Konami changed all that in 1982 when they launched a distinctly arcade-orientated sports title called *Track and Field*.

Konami's game continued the firm's predilection for cute characters, but transported them into an eight-event sports title. The 100m, 110m hurdles, javelin and hammer events were all present and correct, but it was *Track and Field's* control system that made its name. Three buttons were mounted on the arcade cabinet, with players bashing the two run buttons to make their on-screen athlete run faster, while depressing the third button set the angle for the throw or jump. It was a beautifully designed idea that won a legion of fans and a testament to its success is that Konami still use the control method today for their PlayStation updates, while it also forms the backbone of Eidos' *Sydney 2000* title.

No sooner had Konami's game hit the arcades than a series of wannabes followed. Konami themselves created a spin-off called *Hyper Sports*, while dozens of others all weighed in with near identical copies. By now, home technology was also reaching adequate levels to facilitate home versions of such titles. The impressive Commodore 64 and Sir Clive Sinclair's ZX Spectrum both received a wealth of similar releases, with Ocean's *Daley Thompson's Decathlon* stuck at the top of the charts for weeks on end. Activision (who had released a similar game on the VCS) then took the genre to ridiculous lengths by introducing a control variant where players waggled their joystick as fast as possible, but rather sadistically ended the game with a



Frank Bruno's Boxing it certainly isn't. Titles like *Ready 2 Rumble* have seen sports games step out of their 2D world and in glorious 3D (semi) realism.



gruelling 1500m run. It was also reported that several retailers had complained about the craze as dozens of joysticks were being returned having buckled under the strain!

THE FLOODGATES OPEN

Although the athletics game had stagnated into a number of tired and unimaginative sequels – stand up Daley Thompson's *Super Test*. The mid-'80s were boom time for sports fans. Epyx delighted C64 owners with a succession of *Games* titles – ironic, as their initial *Summer Games* title had been released on the C64 at the same time as *Track and Field* hit the arcades, but was massively over-shadowed.

All the same, the Epyx games were designed to do away with the button-bashing system in favour of a more skillful technique. As such, it was the timing of the joystick movements that won record times, with Epyx putting players to the test with cycling, equestrian and javelin included in their ten-event *Summer Games 2*, before heading for icier climes with *Winter Games*. The series hit a joint high with the brilliant *World Games* (log jumping, caber tossing and cliff diving) and the entertaining *California Games* (hacky sack, BMX and surfing). Sadly, the ideas ran out and the last few titles from Epyx were met with apathy as people turned their attentions to other sports.

Golf fans, for example, were wowed by Access' *Leaderboard* titles, with realistic greens and a control method that is still used by most golf game producers today. A number of sequels added more and more courses, complete with trees and bunkers. Similarly, football games were growing in stature, with Commodore's seminal *International Soccer* cartridge long regarded as one of the best around, despite competition from Ocean's *Match Day*. Sadly, the usual cash-in titles were every bit as execrable, with Ocean's *Super Soccer* boasting an awful bug wherein players wouldn't get up after being fouled; often leaving entire teams on the deck! But still the sports games continued.

With audiences tiring of *Leaderboard*, Access returned with *Tenth Frame* – a ten-pin bowling game – while Commodore *Basketball* won its fans, Accolade nailed *Baseball* with *Hardball* and New Generation released *Jonah Barrington's Squash*, a deceptively-playable simulation of a previously ignored sport.

In the meantime, the arcade manufacturers were also looking to new areas, with football titles such as *Kick and Run* and the improperly-named

GAMING MILESTONES

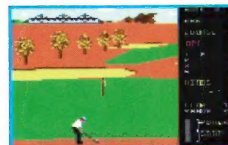
TRACK & FIELD



SUMMER GAMES



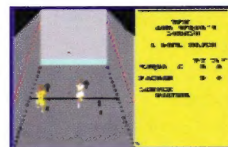
LEADER BOARD



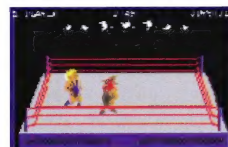
CALIFORNIA GAMES



JONAH BARRINGTON



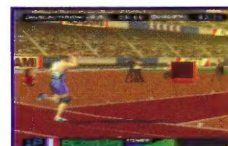
R 'N' R WRESTLING



FIFA '97



TRACK & FIELD



1976

- *Night Driver* starts the 3D-racing genre, while *Rally X* throws in a 2D alternative.

1982

- Konami's *Track and Field* wins the hearts of thousands of button-bashers. Dozens of clones follow.

1983

- *International Soccer* released for C64. One of the first sports titles to actually adhere to a sport's rules.
- Activision takes the athletics genre a tad too far, by incorporating a wrist-wrenching 1500m event in its *Decathlon* title.

1985

- *Summer Games 2* from Epyx supplants button-bashing for a more skillful control method.

1986

- *Leaderboard* creates the new benchmark for Golf games.
- *Out Run* tears into the arcade – with a red Ferrari on the front.

1987

- The use of licences grows, with everyone from Peter Beardsley to Graham Gooch on box fronts.

1989

- *Kick Off* released on unsuspecting Atari ST owners.

1992

- EA Sports launched with the first *John Madden* title.
- Konami create new benchmark football game with *International Superstar Soccer (ISS)* for Nintendo's Super NES.

1993

- *FIFA* series launched for Sega Megadrive. Goes straight to number one.

1994

- Codemasters release *Brian Lara Cricket* and *Pete Sampras Tennis* to much acclaim.

1995

- PlayStation launched, with three football games – *FIFA 96*, *ISS* and *Actua Soccer* – appearing within weeks of launch.
- Psygnosis announce the first officially endorsed F1 game for PlayStation.

1996

- EA's *FIFA 97* becomes first football game to use motion capture and running commentary.
- Acclaim release first of four WWF titles.

1997

- *ISS Pro* launched by Konami, becoming the first truly realistic football game.

1998

- Konami revive *Track and Field* in souped up *International* form. Button-bashing still forms control system, though.
- EA Sports add boxing to their range with the excellent *Knockout Kings*. Release *World Cup 98* based on *FIFA* engine.

1999

- *ISS Pro Evolution* gives Konami a clear lead in the football field, while EA continue to dominate the sports sector with their *NHL*, *PGA*, *NFL*, *F1* and *FIFA* titles.

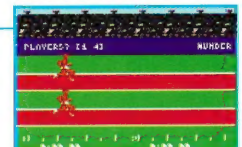
NIGHT DRIVER



INTERNATIONAL SOCCER



DECATHLON



BASKETBALL



ENDURO RACER



EXCELLENT SOCCER



TENNIS



ISS PRO EVOLUTION



BEST PLAYSTATION SPORTS TITLES

Every home should have one...

FOOTBALL: ISS PRO EVOLUTION, KONAMI:
The ultimate football game

RACING: COLIN MCRAE RALLY 2.0, CODEMASTERS:
Stunningly realistic rallying

TENNIS: ANNA KOURNIKOVA'S SMASH TENNIS NAMCO:
Bizarre but playable tennis game

CRICKET: BRIAN LARA CRICKET, CODEMASTERS:
Inventive recreation of the sport

ATHLETICS: INTERNATIONAL TRACK AND FIELD, KONAMI:
A superb update of a true classic

SNOOKER: JIMMY WHITE'S CUEBALL 2, VIRGIN:
A little slow, but technically brilliant

BOXING: KNOCKOUT KINGS 2000, EA:
A bit sluggish, but an impressive all-rounder

AMERICAN FOOTBALL: MADDEN NFL 2000, EA:
The best recreation of American football for any system

BASKETBALL: NBA LIVE 99, EA:
Stunning in every respect – and eminently playable

ICE HOCKEY: NHL 98, EA:
Knocking on a bit, but still better than its more recent rivals

GOLF: PRO 18 WORLD TOUR GOLF, Psygnosis:
One for the wannabe pro. Very detailed and intricate

Excellent Soccer doing well, and American football fans flocking to play *10-Yard Fight*. But a new fad was about to hit arcade-goers – the driving game – and it would have a definite knock-on effect for home users.

DRIVING FORWARD

Out Run was the game that started the new racing game vogue. Previously, arcade or home racing games fell into one of two camps: the rather stilted 3D racer or games played from a bird's-eye-view. Atari's *Night Driver* had paved the way for a succession of rather tawdry 3D racers, while *Rally X* and its 2D kind would soon fade away apart from a failed revival courtesy of the *Super Sprint* series. But *Out Run* was different.

Developed by Sega, it was the culmination of years of arcade experience. Sega had already wowed arcade fans with *Hang-On*, a visually stunning motorbike game featuring realistic graphics. *Super Hang-On* then stuck a big bike on the front of the cabinet, wherein the player leaned left and right to steer the on-screen 750cc giant. *Out Run* took this control system one step further – it was built around a car the player sat in. While this is commonplace today, in 1988 it was a revelation and *Out Run*'s sleek red Ferrari, the game's stunning graphics and OTT crashes saw it enter videogame lore. Home versions followed with differing success, but the racing game was now an integral part of any sporting line-up.

By now, the home systems were splitting into two distinct factions: home computers and the early console systems. The Amiga and Atari ST fought it out on the high-profile game front, while PC use was hindered by unwieldy systems, different hardware specs and crap games. On the console front, Sega and Nintendo weighed in with the Master System and NES consoles – both of which brought new takes on baseball, football and all the usual track and field titles. In the UK, though, the Amiga and ST reigned supreme and the next logical step in sports games was gradually emerging: the licensed title.

Predominantly used in football circles,

games endorsed by contemporary luminaries such as Gazza and Gary Lineker clogged up shelves and tarted up unsatisfactory titles, while one oddity by Grandslam was endorsed by Peter Beardsley and featured entire teams resembling the troll-faced Newcastle striker. Other sports weren't safe either, and US Gold released the first Olympics title, while start-up publishers Virgin based a game on their boat, *Challenger*.

It was obvious that sports titles were getting stale again. Mirrorsoft plundered the arcades to release the adequate *Passing Shot* tennis game, while Ubi Soft opted for a Jimmy Connors licence. More and more golf games appeared reusing *Leaderboard's* control system with lessening impact, while Ocean's *Beach Volley* scraped the sports barrel to bring the first – of two – volleyball game. Other miscreants include Audiogenic's long-running Graham Gooch cricket games, Domark's dire attempt to pep up baseball by setting it in 2020 and replacing players with robots, and too many dull football games to recall. Then, out of the blue, Anco emerged as an unlikely saviour with *Kick Off*.

A WHOLE NEW BALL GAME

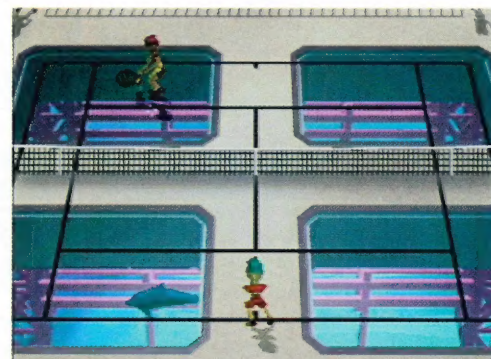
Kick Off is still remembered fondly today and is responsible for the most sweeping changes to hit the football genre. Designed by Dino Dini and artist Steve Screech, it did away with the familiar 'glue ball' control system whereupon the ball stays tight to the player's feet. Instead, players had to manipulate their football stars so that they nudged the ball as if dribbling with it. It was a nightmare to get used to, but perseverance brought its own rewards, while Anco cleaned up with a sequel that sold over one million copies. Sadly, as is always the way, Anco diluted the brand with inferior sequels and spin-offs, with the basketball game – *Tip Off* – and an ice hockey game called

Puck Off (I kid you not...) failing and being canned respectively. Even *Kick Off* – renamed *Goal* and released by Virgin who stepped in when Dino walked away from Anco – failed to capitalise on the success of the original, allowing *Sensible Soccer* to nip in with the vaunted *Sensi Soccer* – a much more playable variant.

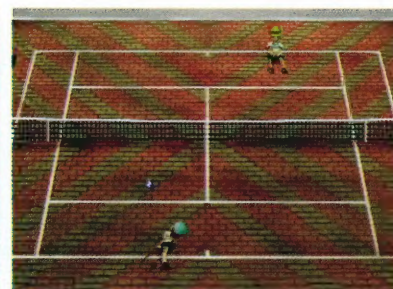
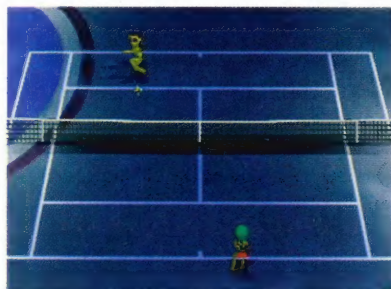
The early '90s saw a shift in tastes and the second wave of Nintendo and Sega consoles effectively killed off challenges from new Commodore and Atari hardware. Nintendo's Super NES system boasted stunning 3D capabilities for its time, which were shown off in *Super Soccer*, *Virtua Soccer* and *Elite's Striker* – all of which were visually impressive but much of a muchness. On the whole, though, Sega's Megadrive was the definitive console for sports games, in no small part thanks to Electronic Arts and its new EA Sports brand.

IT'S IN THE GAME...

Now a stand-alone brand, EA Sports launched in 1992 with the release of *John Madden's Football* and officially endorsed NHL, NBA and PGA titles. The superior processing power of the Sega console was put to good use, with realistic players, plenty of recognisable moves and the ability to compete as your favourite players or teams. The NHL game was of particular note as it showed just how energetic and playable ice hockey can be, while the slam dunks and glitzy play of *NBA* showed that previous versions had failed to do the sport justice. The



By its very nature tennis isn't exactly the most technically taxing of sports. But while the games might not always be innovative, they are often the most fun



Armchair Athletics

success of the games and EA's ambition is responsible for a lot of what is good about today's sports games – only Codemasters could rival them at this juncture, with *Brian Lara Cricket* and *Pete Sampras Tennis* performing deservedly well in the shops.

While the initial EA titles were playable, each annual update brought something new to the game. As such, *NHL* fans could indulge in punch-ups, while the emergent Dennis Rodman was recognisable in new *NBA* games because of his differing hair and playing styles. EA then struck a deal for a series that would indirectly change the face of sports games for good.

The first *FIFA* was released in November 1993, with annual updates every year since, and spin-off versions based on the 1998 World Cup and Euro 2000. Starting life as an unwieldy isometric title, *FIFA* has now become a barometer for other sports titles. EA has pumped millions of pounds into the franchise to ensure it is both realistic and playable and, while it cannot claim to be the definitive football game, it is still the most technically advanced.

As players turned to the PlayStation for their kicks in 1995, for example, it was the first to feature 'proper' commentary,

with BBC TV's John Motson accompanied by differing supporting voices in recent versions. By far the most integral advance, though, is that of motion capture. In *FIFA 97*, EA pioneered a huge step forward in videogame animation. Using David Ginola to go through the motions he would in a game, EA captured his movement via a complex computer set-up. This was then turned into a 3D character and implemented in the game. EA updates this data every year, with Sol Campbell, Paul Scholes and Edgar Davids having all stepped into the motion-capture arena.

The knock-on effect of this added realism on sports games has been astonishing – with PlayStation owners benefiting the most. Konami's updates of *Track and Field* now feature huge, realistic athletes as opposed to the original's cartoon-like runners. Similarly, every new tennis game is built around the actions of a real player, while EA have extended their work to ensure that its new incarnations of the *NHL*, *PGA*, *NBA* and *NFL* titles are always built on the movements of top stars.

Indeed, the PlayStation has seen the most significant advances in sport games in its five years. The console's 3D prowess has allowed the likes of *ISS Pro Evolution* to offer a football game that plays at a realistic pace, yet with totally intuitive controls. Similarly, the move to motion capture has been mirrored in racing games such as *Colin McRae Rally 2.0* and EA's *F1 2000* that use real course maps and data, and boast handling approved by real designers and pit crews.

And with PlayStation 2 on the horizon, it's going to get much better. EA are already moving their

largest sports titles to the new format, with *FIFA 2001* using facial animations, full kit detail and the most realistic player movement to date. Similarly, the latest *John Madden NFL* title has a close-up view that will make you wince with every crushing tackle. And, to bring us full circle, Konami are working on an ESPN-endorsed version of *Track and Field* for the system – but, advancements or not, you can bet good money it will be based on the tried and tested method.

A new edition to the gaming scene, the more gentlemanly sports have taken their time to emerge on the consoles. Except for golf – that has been digital for years



STILL THE FIGHT GOES ON...

The noble art of fisticuffs has also played an integral part in the development of the sporting genre, with virtually every martial art converted in some way for the early home systems. The C64 alone had *Uchi Mata* (judo), *Bangkok Knights* (kick boxing) and *IK+* (karate), all of which presented different takes on kicking seven barrels out of an opponent. Boxing was also involved heavily in these formative years with the release of *Barry McGuigan* and *Frank Bruno* licences coinciding with the 1986 trend of sticking someone famous on the box. The first wrestling games also debuted at this stage, although they were a far cry from the impressive ECW and WWF titles that are available today.

Rock'n'Roll Wrestling and *Championship Wrestling* from Melbourne House and Epyx respectively were poor and very limited in their content. Instead, as WWF's popularity grew, it was the PlayStation that helped shape the sports genre into the entertaining body-slammings

titles they are today. Acclaim first picked up the licence in 1995 and proceeded to unleash annual updates, each bringing more and more to the party. With the WWF title belt now held by THQ, the games are even better, truly mimicking the OTT events within the ring. Boxing games have also fared much better – although the lack of pace within the sport still defeats many developers and gamers alike – with EA's *Knockout Kings* and Midway's fantastic *Ready 2 Rumble* the best examples of PlayStation pugilism.



SYDNEY 2000



FACTFILE

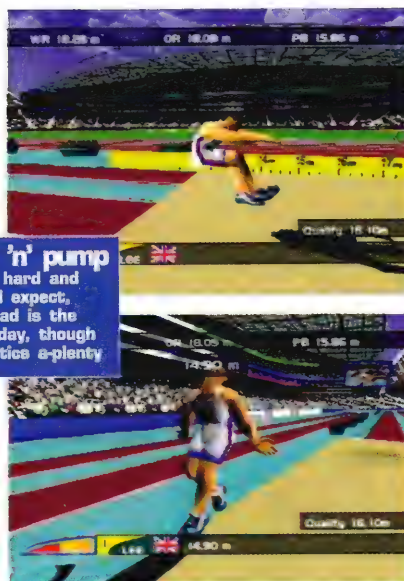
■ PUBLISHER	Eidos
■ DEVELOPER	ATD
■ RELEASE DATE	September
■ AGE RESTRICTION	None
■ PRICE	£39.99
■ NUMBER OF PLAYERS	One to eight

SYDNEY 2000

WITH THE AUTHENTICITY OF AN OLYMPIC LICENCE AND ALL THE FUN OF BUTTON-BASHING, *SYDNEY 2000* IS THE BEST ATHLETICS SIM OUT THERE. READY, SET, GO...



Hop, skip 'n' pump those fingers hard and fast. As you'd expect, rubbing the pad is the order of the day, though there are tactics a-plenty



Wet your whistle with a wagon-full of water events. They're weally, weally good



WAGGLER, SOCK-RUBBER OR SPASMODIC JIGGLER – WHICH ONE ARE YOU?



Sydney 2000

A decent balance between skill-based events and explosive



Few have dared to challenge the king of athletics sims, *International Track & Field*, for the good reason that it seemed to take button-bashing to a natural peak. Then along come Eidos with an Olympic licence and the promise of a properly developed Single-Player Mode to add a little more depth to proceedings.

Another disincentive for prospective

athletics sim developers is the difficulty of making furious and painful activity without respite enjoyable. Either you need something to keep you going or the elation at the end must justify your furious wrist-wagging. And while *Sydney 2000* has the *Track & Field* knack of making beating your mate feel damn good, it doesn't always pass that test.

The game itself consists of 12 events, ranging from traditional favourites like the

100m sprint and the javelin to newer events such as kayaking and cycling. Indeed, Eidos have achieved a decent balance between skill-based events and the explosive button-bashing affairs, such as the 110m hurdles and 100m freestyle swimming. The skeet-shooting, for example, relies on your ability to compensate for recoil, intercept the arc of a clay-pigeon and fire accurately.

The Head-To-Head Mode enables up

TOP SECRET

A DODGY KNEE AND TOO MANY FAGS STUNT YOUR CHANCES OF OLYMPIC GOLD? NEVER MIND, WE HAVE THE TECHNOLOGY AND YES, WE CAN REBUILD YOU...

Sydney 2000 not only features a multitude of Olympic disciplines to test your metal, but also boasts a plethora of different game modes to play. In our book however, the only true test for the modern armchair athlete lies in the Olympic Mode. Players must train teams of eager, budding athletes, grooming them for Olympic competition by putting them through their paces in Open Trials, Invitations and, of course, plenty of sweaty gym work.

Training

Completing the training tasks set down in the gym is essential to improve your athletic

team's skills, strength, stamina and morale. Unfortunately many of the training events prove to be just as, if not more, difficult than the real events themselves, but 'no pain, no gain' as some self-masochist probably once said. So strap up those fingers, grit those teeth and prepare for some serious joypad abuse.

Treadmill

The mainstay of all gymnasiums also proves to be one of the most physically gruelling training events. Your on-screen athlete may be barely breaking into a sweat, but we can guarantee that you'll be getting very hot under

the collar as you hammer the Power buttons on your D-pad. Very little training subtleties to impart here unfortunately, just keep your hammering consistent and as fast as you can.

Bench Press

Another exercise that can be definitely considered de rigueur in any gym is the ever-popular bench press. Build up power by battering your D-pad to raise the barbell to full height, then press the Action button to lower. Try to keep your button bashing regular or your athlete will let the bar slip, this not only ruins your rhythm but won't count toward your total.

Starting Pistol

A true test of not only your reactions but of your audio skills as well. Hit the left or right buttons when you hear a beep, down for a gun shot and Action for a buzz. You'll have to listen very carefully to hear the starting sounds over the distracting music, as usual perseverance is the key.

Skipping

A Malcolm McLaren ditty this sadly is not, more like a vigorous training exercise involving lashings of sweaty rope. Follow the on-screen indicators pressing the corresponding button on your D-pad.

Reverse 2.5 Somersault, 1.5 Twist, Piked.



Ahhhh! Like most of the events weightlifting (above) is a mix of speed and timing



button-bashing

to eight players to hammer it out over a range of events. To even things up a little there's even a handicapping system. Choose any combination of events and you get a running total of each player's scores as you go.

Naturally, the raw concentration as someone streaks ahead, only to break into a laugh and slip backwards, pedalling manically to stave-off defeat, is the crux of the multiplayer appeal. However, the

big selling point of *Sydney 2000* is the Single-Player Mode, which enables you to train a stable of up to 12 athletes for Olympic qualification. You go through three stages of heats, each requiring gradually better performances, thus improving your skills. You can also improve the stats of your athlete through virtual training exercises, some of which, the treadmill, for example, are very tricky indeed. However,

many offer opportunities to hone the skills you employ in the game, such as the recoil training in

HOW TO...

PEDAL YOUR WAY TO GOLD IN SPRINT CYCLING



Start by pedalling rapidly and keeping a speed of around 75% of full pelt for the first lap.



Rest up in the second and then pedal at full tilt until you cross the line.



Things are not quite as easy as they might appear at first. In the later stages of the exercise your timing has got to be spot on, miss a skip or hit the wrong button and failure is guaranteed.

Hurdle Hops

Build up to your jumps by hammering both Power buttons, when the indicator reaches the required point quickly hit the Action button to jump. Make sure you don't waste any power by pressing the Action button too early or too late, you have to get your timing spot-on to progress.

Light Wall

Similar in essence to the Starting Pistol and Skipping exercises, but using a slightly different technique. Hit the lights as they appear on the wall pressing left, right or up, depending on where they pop up. For lights appearing on the

second or third rows press the D-pad the appropriate number of times.

Standing Press

An exercise that differs only from the Bench Press by the fact that you perform it standing up. Use exactly the same technique that you used before and you'll have no problems.

Dips

Nothing too technical here, just repeatedly hammer the Power buttons to put your athlete through his paces. Maintain a steady rhythm and you'll breeze through.

Sit-Ups

Build up your meter using the Power buttons, then hit Action to lower your athlete back down. As usual maintain a decent pace with the Power

Buttons and get a rhythm going with the Action button.

Leg Press

Perform manoeuvres that are identical in every



Effective bench pressing is all about getting the right rhythm to keep the bar up

respect to the ones you used in the sit ups and you'll glide through this exercise.

Height Depth Jump

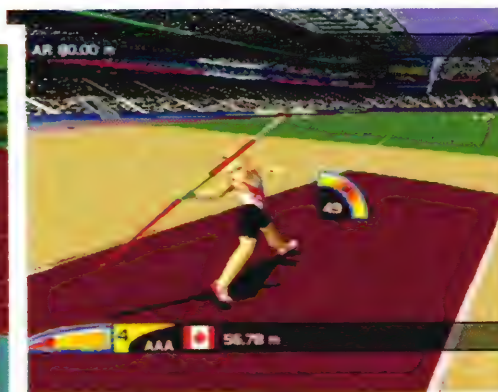
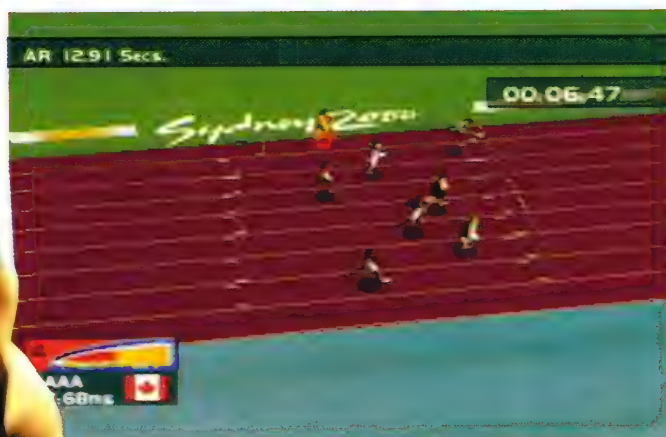
Build up the Power meter while standing on the



Dips are fairly straightforward, just keep hitting the Power buttons



Have ho! Javelin is probably Carol Vorderman's sport, needing speed, timing and a working knowledge of mathematics to get just right



► skeet-shooting. Sadly, furiously bashing the button to improve your athlete in virtual exercises is on the wrong end of the fun/annoying scale. And while it does increase the game's longevity, a more elaborate, competition-based system would have been a more positive addition.

Another annoyance in *Sydney 2000* is

that the loading times are marathon. Even in the Training Mode, where you may wish to have another go at an exercise which took you under 20 seconds to complete, you have to reload the whole thing, which can become incredibly frustrating.

There are a few areas where ATD

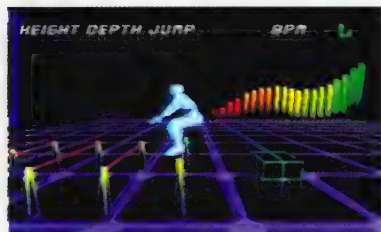
appear to have shaved the odd corner. For instance, the motion-capture on the athletes is the same for them all. The result is a super heavyweight weightlifter campily flopping his wrists about as he bounces to celebrate a successful lift. Also, the replay angles are slightly suspect – if you have the misfortune to be on the near side in a sprint, you are likely to be cut off the camera view. On the

positive side, the commentary, arenas and outfits are all authentic and go some way to creating that Olympic feel.

Sydney 2000 makes for plenty of enjoyable two-player hi-jinks, but the Single-Player Mode is ultimately a bit of a letdown. Virtual gym exercises are a lot less fun than real competition and Eidos would do well to rethink their longevity strategy. What about having more events?

TOP SECRET

► block at the beginning of this exercise. Once it's full press the Action button repeatedly to leap over all six beams.



Work those thigh muscles by hopping over the beams with the Action button

Pole Climb

Part of your High Jump training requires you to shin up a greasy pole. Build up your Power Meter while repeatedly hitting the Action button to climb up and down like a crazed Olympic ape.



Every event can be worked on. It might look easy but practice as much as you can.

Duck Shoot

Take a break from your serious training and pop down to the Olympic funfair for a spot of wooden duck shooting. It's one of the easiest training disciplines by far, which is in stark



Just like at the funfair, only this time your rifle hasn't been twisted a bit so you miss

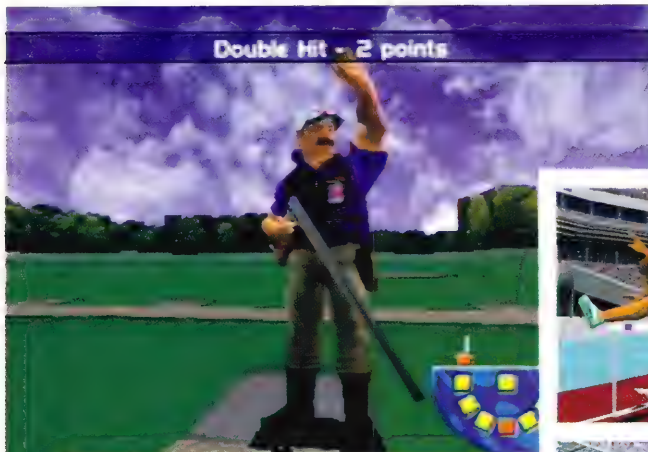
contrast to the actual shooting event itself. Try to keep your gun moving in sweeping arcs rather than attempting to change direction suddenly. The ducks take quite a while to disappear so don't worry about trying to bag them too quickly – you have plenty of time.

Arc Interception

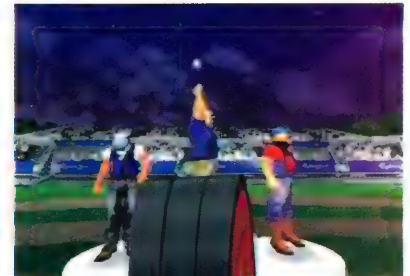
This training event takes place on the futuristic ArcZone and plays somewhat like a dodgy *Breakout* clone. Using ↑ and ↓, intercept the arc as it snakes its way towards you. It's all very simple and you should have no trouble with this aspect of your training.

Recoil Control

Gun recoil makes life very difficult in the actual Olympic shooting competition itself, so why not try a spot of Control training to give you that



Not just speed: Getting to Colin Jackson level at the hurdles (right) is a question of tempering your button-bashing with some pin-point timing



IF YOU LIKE THIS THEN LOOK AT...
INTERNATIONAL TRACK & FIELD 2
 Only the graphics are a disappointment (PSM55 7/10)

Surely it wouldn't require much effort to add a long jump, 200m, discus and new swimming events, as they're all based so closely on existing events. *Sydney 2000*

puts in a lot of effort and is worth its place in the squad but it doesn't have that extra bit of magic needed to pick up gold. ■

OFFICIAL UK PlayStation Magazine VERDICT

■ GRAPHICS	Very good-looking, but ultimately unvaried	8
■ GAMEPLAY	Brave attempt at a Single-Player Mode	7
■ LIFESPAN	Always boss for multiplayer tomfoolery. Decent Olympic option	7

■ OVERALL
 A lot more fun than rubbing your fingers on a cheese grater, but with ultimately the same effect. You'll be sore, tired and out of action for weeks. Good try, but doesn't quite clear the final hurdle

7

OUT OF 10

all-important edge. Aim your shots right at the centre of the bull's-eye and press the Action button to pull the trigger, get the gun's recoil under control before it hits the edge of the target to clock up points.

Medicine Ball Twist

Time to lose those love handles and get that beer belly under control. Move the medicine ball between four positions on either side of your athlete. Press ← and → on the D-pad to reach the upper tier, or use the D-pad plus the Action button for the lower. A nice, simple exercise that once you get into the swing of things takes minutes to master.

Standing Stretch

Looking and playing something like the offspring forged from a Satanic union between *Tron*, a

game of Simon and a Beverly Callard exercise video, the Standing Stretch exercise is again a very simple challenge. Follow the series of on-screen symbols by hitting the corresponding button on your D-pad, easy.

Squats

Keep jiggling the Power buttons on your D-pad in a frenzied yet controlled manner and you'll sail through this training event.

Test Your Strength

Back to the Olympic funfair once more. Build up your Power meter with a rapid, regular motion, then let your mallet fly. Score over 45% to succeed.

Performance enhancing cheat codes

Those of you who would rather avoid the

inconvenience of bleeding fingers should type in the following code to receive a fully trained athlete in Olympic Mode, hurrah!

At the main menu hit ←, ←, →, →, ↑, ↓, ←, →, ←.



Rather than one big hit, testing your strength needs rapid, regular motions

Legend Mode

Win all the gold medals in Olympic Mode and the unfeasably difficult Legend Mode will become available. This new setting is only playable in the Arcade option.



With all this effort perhaps you could find some sort of exercise for your fingers.

GOING FOR GOLD

TO WIN AN OLYMPIC GOLD ALL YOU NEED TO DO IS TRAIN ALL HOURS OF THE DAY, EAT NOTHING BUT HEALTH FOODS AND GET LOTS OF EARLY NIGHTS. OR YOU COULD STAY AT HOME AND GIVE YOUR JOYPAD A GOOD HAMMERING WITH *SYDNEY 2000*

Armchair athletes the world over have been counting down the days to the 2000 Olympics in Sydney. If you too find your sedentary life pleasurable and would like to take part in the games 'in spirit', Eidos' officially-licensed *Sydney 2000* should see your thumbs suitably blistered and your joypad battered senseless.

Sydney 2000 is actually the first videogame to be designed with the help of the International Olympic Committee – previous Olympic licences have been offered by the specific event organiser. This has brought Eidos and developers

Attention To Detail unparalleled assistance, including full access to all the Australian venues and motion-capture assistance from the British Olympic team. But despite the huge amount of background data available, ATD and the game's producer Nigel Collier were determined that they weren't going to produce a simulation, but a *fun* game.

"We looked at all the previous games," admits Collier, "including Epic's *Summer Games* series,



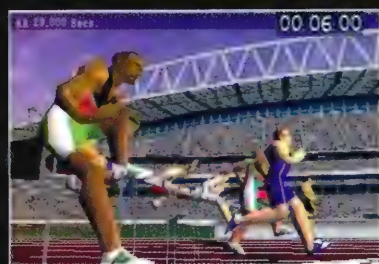
Hypersports' Daley Thompson's Decathlon and *Track & Field*, and the coolest thing about the genre is hammering the buttons. We wanted to keep that, but we also wanted to balance it with a range of control mechanisms for the other events."

Indeed, *Sydney 2000*'s 12 events include a strange mix of obvious and obscure sports. Collier explains his choices, "There are the classic events that you would expect in a game such as this – 100m sprint, hurdles, jumping and throwing. There are novelty events that are more fun – weightlifting and cycling – and there are showcase events, like the kayaking, where we've developed some really great water effects.

"We had a list of events we wanted to do, then we went to the IOC for their comments. They wanted beach volleyball, which we agreed with, but in the end it becomes a game in

ATD IN A NUTSHELL

Recognise the name of Warwick-based Attention To Detail? Then perhaps you played *Super Sprint* on the Atari ST, or, more recently, *Blast Chamber*, *Rollage* and *Rollage Stage II* on the PlayStation?

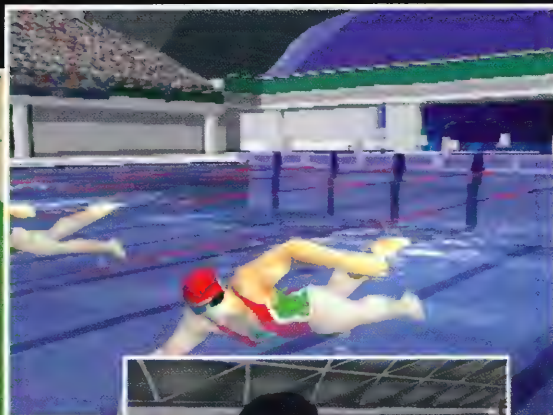


"If you have a sky-high morale it's possible to beat another sprinter who may look quicker on paper"

EVENTS ORGANISER

For the record, a complete list of the events in *Sydney 2000* (the game, that is)

100m Sprint ... 110m Hurdles ...
Hammer ... Javelin ... Triple Jump ...
High Jump ... 100m Freestyle
Swimming ... Olympic Sprint Cycling ...
Skeet Shooting ... Super Heavyweight
Lifting ... 10m Platform Diving ...
Kayak K1 Slalom=20



itself. The time we had to develop *Sydney 2000* in meant there was only so much we could do. There's a danger in making it too big. So we looked at the IOC's suggestions and chopped some of them out. *Sydney 2000* is a combination of what they wanted, what we wanted, classic events and some really good multiplayer events."

Of course, it's the Multiplayer Mode that has typified the genre to date. You can bang away on two buttons until your fingers fall off, but it's far more satisfying to see your friend's digits drop off first. Some of the events – the sprint, for

instance – can handle eight players competing at once, while others have players taking it in turns.

The key is the different control modes employed, a rather intriguing mix of *Track & Field*'s button bashing and *Summer Games*' timing and, ahem, rhythm methods. The sprint is, naturally, a frighteningly fast hammer bash to the finish line. The skeet shooting has you moving a cursor around the screen to shoot clay pigeons, while the diving is a matter of timing and precision to achieve the best looking leaps, tucking at the right point, and straightening out in time. While

the multiplayer game simply relies on how good you are with the controller (although it's possible to apply a handicap to the better players), it's more satisfying to create your own squad in the Olympic Mode. Then you can use your improved team to compete against your friends in the Head To Head Mode.

Each competitor is given a number of multipliers based on



It can be tricky to race when one leg is two feet shorter than the other but ten out of ten for effort

FEATURE



OLYMPIC HIGHLIGHTS

- **776 BC** - The Ancient Olympic Games is founded in Olympia, part of Elis, a city-state in the north-western corner of the Grecian Peloponnese. The games took place every four years.
- **393 AD** - The games are abolished by Roman emperor Theodosius I.
- **1887** - Baron Pierre de Coubertin suggests the revival of the Olympic Games. About time too.
- **1894** - The idea is accepted and the International Olympic Committee is founded.
- **1896** - April, Athens. The first modern Olympics, with 13 nations, 300 representatives (all male), 43 events, nine sports.
- **1908** - Fourth modern Olympics held in London. The first to include an opening ceremony.
- **1920** - After a break for WW1, Belgium hosted the first games to include women (60 from 2,500 competitors).
- **1936** - Berlin, and Nazi Germany televises the Olympics for the first time

to broadcast fascist dogma. Jesse Owens and other African-American athletes win 12 gold medals, denting Hitler's Aryan idealism.

- **1956** - The first games of the Southern Hemisphere are held in Melbourne, finishing with the first closing ceremony.
- **1968** - Mexico City. Tommie Smith and John Carlos are sent home after a joint gesture of black power while collecting their awards. Dick Fosbury demonstrates his new high jump

technique, forever known as the 'Fosbury Flop'.

- **1972** - Palestinian terrorists invade the Munich Olympic Village, kill two Israeli athletes and hold nine more. A bungled rescue kills all the hostages, five captors and a policeman.
- **2000** - The fourth southern hemisphere Olympic Games are to be held in Sydney from 15 September to 1 October. 10,000 athletes from 198 countries will compete in 28 sports. Or just play the game...

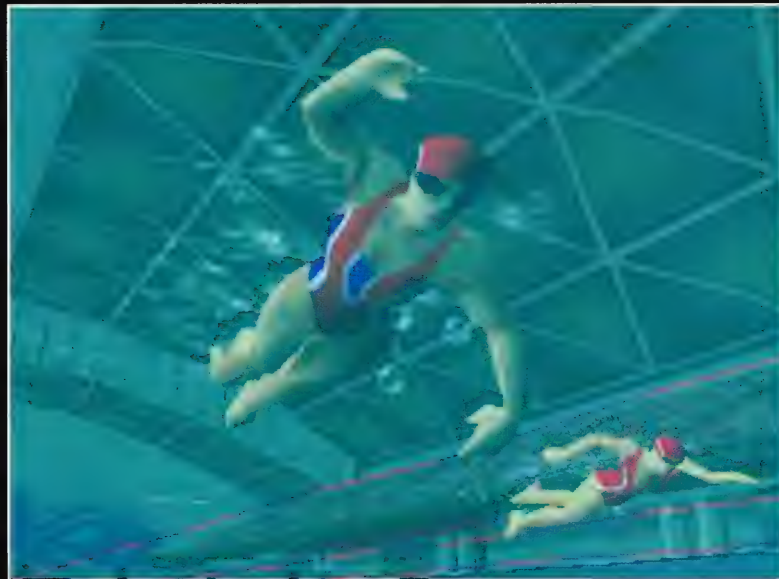
the abilities of the team, with each competitor enjoying four statistics. A sprinter, for instance, will have stats for lower and upper body strength, speed and morale, with the latter statistic common to every event. Your ability, the perceived

ability of your opposition and your success rate to date affect the morale, which in turn affects the multiplier for your sportsman. If you have sky-high morale then it's possible to beat another sprinter who may look quicker on paper.

As well as the single-player Virtual Gym system, *Sydney 2000* also includes a Coaching Mode, where you are taught the moves for each event. Just listen, repeat and learn. It's that simple. As you improve your grasp on the event you will create

Personal Bests, which in many events appear as ghost competitors, so that you can always try to improve your top time or score.

In creating *Sydney 2000*, Attention To Detail have lived up to their name by



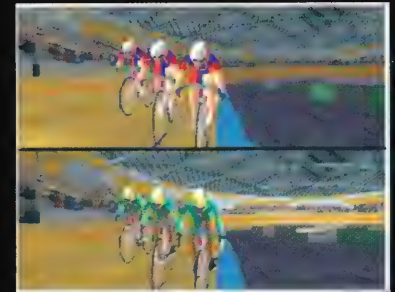
studying the architects' plans for each venue, and emulating the 780 camera positions being used to televise the event. British Olympic Council athletes were motion-captured for each event, recording good and bad technique animation. For instance, if you don't have a good rhythm for the sprint then your athlete won't run cleanly on-screen, perhaps rotating his shoulders, or shaking his head. Steve Ryder, Stuart Storey and Paul Dickenson from the BBC's Olympic coverage, have been signed to provide commentary, which provides clues for improvement as well as keeping track of what's going on. But, unfortunately, the realism doesn't stretch to including real-life athletes.

"The various Olympic Associations don't have to reveal which athletes they are taking to Sydney until two months before the games," explains Nigel Collier. "We won't know who is going until just before the release of the game. And even if we found out earlier we would have to approach 12 athletes from 32 different countries for permission – it just wouldn't be possible. We wish we could include real athletes, it's a shame that we can't. To make up for it we wanted you to pick a country, so that you can still take your

entire team through the games. Or concentrate on a single athlete if you just want to win a particular event."

What will be of particular interest is whether the latest PlayStation controllers can actually handle the destructive nature of this type of game. *Daley Thompson's Decathlon* was a renowned joystick buster, and the version of the 100m Sprint we played at ATD's Warwick studio left us feeling bruised and spent. While *Summer Games* avoided *Track & Field*'s energetic stance completely, *Sydney 2000* is hoping to satisfy all with its combination of skill, timing, rhythm and pace. And since this sums up the Olympic Games themselves it seems to make perfect sense. ■

"You can use your improved team to compete against your friends in the Head To Head Mode"



Sydney 2000's graphics demonstrate that the PlayStation's best days are still ahead of it. ATD are stretching every one of its silicon fibres to the limit to create visuals unimaginable five years ago



The range of events and graphical detail promises Olympic glory for Sydney 2000. This fellow even has a mustache



OUR FINGERS WILL BURN WITH THE FIVE RINGS OF FIRE AS YOU SEEK TO ACHIEVE THE GOLD STANDARD

The Olympic Games are the supreme test of a human being. Based on the ancient Greeks' lofty ideals of excellence, sportsmanship and endeavour, rather than the modern Greek ideals of kebabs, moustaches and cheap package holidays. This historical festival of sporting achievement proudly boasts such names as Jesse Owens, Carl Lewis and Daley Thompson. For the Olympics are the measure of an individual. Only the finest athletes in the world compete to prove that they are the fastest on earth, the best at blasting flying

pottery, and the most able to take drugs and still wee accurately into a bucket. But to squeeze all that athletic magnificence on to one disc would be like trying to get two of Linford's lunches into just one box. So this time your task this time is to participate in the 110 metres hurdles.

The system is simple: bash those buttons until your fingers bleed and you will take the lead. But there also has to be some in this madness. In this form of bedroom Olympics there is the problem of prematurity. Start pounding the pad

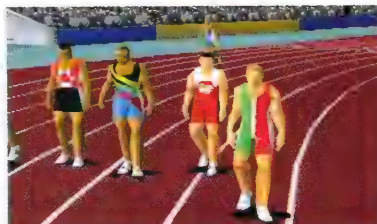
too early and your runner will false start. Keep doing it and eventually you will be chucked out of the event, à la Linford in 1996. But if you can control your exuberance until the pistol has discharged then you have to pound ⊗ and ⊙ to accelerate until you reach the hurdles when pressing ⊕ or ⊖ will launch you up and over the hurdle. Once you have completed the course press ⊕ or ⊖ again as you cross the line will make your runner dip and steal first place by a short head.

CHALLENGE

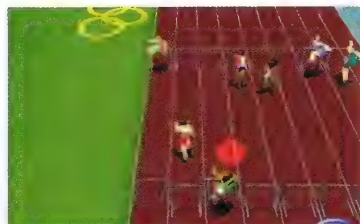
This really is a task to test the resilience and dexterity of your digits. Not only do we expect you to come first but also to break the Arcade record. Set at 13.50 it is going to take some pretty hard training to get up to this Gold Standard. Best get practising.



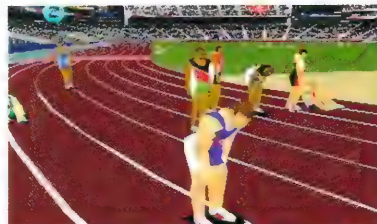
Warming up is one of the key features of the game so get your fingers ready.



Looking cool at the start is one of the most important parts of athletics.



Unsurprisingly, it's the human player who is resting in last place.



After a cruel fifteen seconds of action it's time to rest on your knees for hours.



This view is close to useless for the action. Luckily it's just for the replay.



Taking an early jump is the only way to get over them without falling over.



Just leaving the grab are the race leaders while just entering the shot is, ahem, you.



And don't forget to crick your neck before you start.



At this stage you may as well not bother. Just stop bashing the buttons now.



Poor old player one looks disconsolate. But, so he should do, Last!

controls

- ⊗ or ⊙ Run
- ⊕ or ⊖ Jump
- ⊕ or ⊖ Dip

AFTER 18 YEARS PEOPLE ARE YET TO COME UP WITH ANYTHING BETTER THAN BUTTON BASHING.

MORE THAN A GAME, A GREAT ATHLETE TOO



Not only the greatest decathlete of all time, Daley Thompson was British too. Appearing at four Olympics games, he also set four world records, won three Commonwealth titles, was World and European champion, and even had his own videogame.

Francis Morgan ('Daley') Thompson made his Olympic debut at the 1976 Games in Montreal aged just 18 and managed to finish an impressive eighth in the decathlon. But it was at the controversial Moscow games in 1980 that he won his first gold medal. The US boycott - over the Soviet invasion of Afghanistan - might have devalued his win but four years later he proved himself by retaining his title in the face of stiff competition. In Los Angeles Daley had to defeat the then-World Record holder Jürgen Hingsen, and beat his record points score, to retain the title. Thompson's domination of the decathlon continued until his injury-plagued fourth and final Olympics in Seoul in 1988 saw him miss out on the bronze medal by a mere 22 points.

But regardless of his prowess on track and field, and the 'amusing' T-shirts he always wore, Daley's place in our hearts was already secured with his endorsement of one of those new-fangled videogames, the seminal *Daley Thompson's Decathlon* for the Spectrum and C64.

RAYMAN 2 ON



WWW.RAYMANWORLD.COM

Ubi Soft

COLIN MCRAE RALLY 2.0

EIGHTEEN MONTHS AGO IT WOULD HAVE BEEN THOUGHT IMPOSSIBLE TO IMPROVE *COLIN MCRAE RALLY*. WELL, IMPOSSIBLE SIMPLY ISN'T IN CODEMASTERS' VOCAB. HERE THEN, IS THE NEW AND VASTLY IMPROVED COLIN 2.

COLIN MCRAE RALLY 2.0

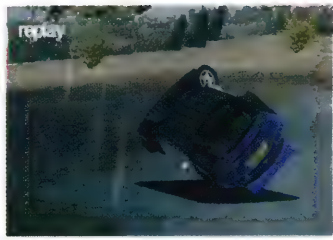


FACTFILE

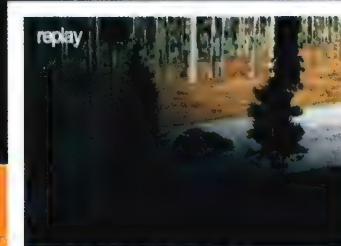
■ PUBLISHER	Codemasters
■ DEVELOPER	In-house
■ RELEASE DATE	Out Now
■ AGE RESTRICTION	None
■ PRICE	£34.99
■ NUMBER OF PLAYERS	One to eight



Why would you want to feel your car spontaneously? Because you can...



Surely the most realistic night stages have been seen on the PlayStation. These represent a real challenge, especially once you damage your headlights.



THE RALLY GAME FOR PURISTS AND SUNDAY DRIVERS ALIKE IS BACK...



Colin McRae Rally 2.0

“The car has transparent windows through which you can see



Only a fool would take on Colin McRae at the traffic lights. Not only does the 1995 World Rally champion have the steeliest gaze in motor sport, but his glorious victories have been interleaved with eye-watering incidents involving trees, ditches and hastily-discarded bobble hats.

Little wonder, then, that a couple of years ago, when Codies needed someone to mind their new rally game, they invited Colin to weigh in. The result was the

splendid *Colin McRae Rally*, whose slidey fun is still enjoyed to this day in sitting rooms around the world. But the time has come for a new way of Colining.

The first thing *Colin 1* veterans will notice upon starting up *Colin 2* – sorry, *Colin Two-Point-Nought* – is that the blue Subaru Impreza is no more. Being Scottish, and therefore canny, Mr McRae accepted a large envelope of money from Ford last year to abandon his Japanese pals and clamber into the new Focus rally car. But fear not, Scooby fans – the Impreza is

actually still available as an option, along with the Mitsubishi Lancer, the Toyota Corolla, the Peugeot 206 and the SEAT Cordoba. Oh, and some splendid hidden bonus cars – more on them later.

The next thing you'll notice if you're familiar with the original game is that the sequel doesn't actually appear to be running on the PlayStation at all. Or, at least, if it is, it has somehow managed to secretly upgrade the circuitry while your back was turned. The graphics are now absolutely astounding, depicting

TOP SECRET

OUR MAPS, HAZARD WARNINGS, ADVANCED DRIVING STRATEGIES AND NERVES OF STEEL ARE ALL YOU NEED TO MASTER COLIN'S TRICKY BITS AND HAIRY HAIRPINS

THE CARS

Colin McRae 2.0 has a whole fleet of motors to burn through. Deciding which one's the best for you is largely a matter of taste, but detailed stats can help you make a better choice (See the table on page 33).

Generally, the more brake horsepower (bhp) a car has, the quicker it will go, the down side of this being that it will be harder to control. Certainly, it's wise to leave the 500bhp models until you've gained

experience. The four-wheel drive cars (4WD) have the best handling as they distribute power better, making them easier to steer. Which makes the Seat Cordoba a good start-up motor as it has a bit more power than average, but is as easy to handle as one of the tamer cars.

BRAKING

Colin McRae relies on sharp braking as much as speed, and it's through precision cornering that you can pick up time on the leader board. There are three types

of corner you need to be aware of and know how to deal with:

Normal turn – Apply a little bit of brake before the corner and turn into it, powering through.

Dog-leg turn – Brake well before the corner, turning in at the apex (the corner's outer most point) and apply a little bit of handbrake at the last second if you start over-sliding.

Hairpin turn – Brake well before the corner, then slam on the handbrake and turn at the last possible moment.



Colin McRae Rally 2.0



For once the external view might be your best bet, sliding around corners at 50° can be very disorientating otherwise.



The Replay Menu shows off the car models to great effect, they look stunning even when you've hit a few trees head-on.



HOW TO...

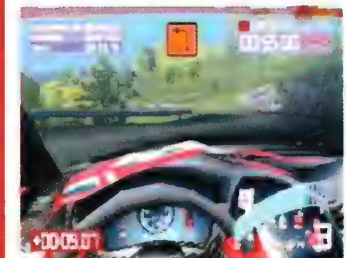
SEE THE WORLD



Finland has wide, fast roads that are ideal for practising your powersliding. Greece is all gravelly hairpins alongside scary ravines and your *Gran Turismo* technique will come in handy on France's Tarmac roads.



Once you've spun around on the Swedish snow, Australia sends you plunging down long-fast straights and leaping over crests. Kenya is a twisty combination of Tarmac and dusty tracks.



Italy is fantastic - convoluted roads through mountains and villages, like the Lamborghini Miura bit in *The Italian Job*. Good ol' Blighty, last up, suffers from that unpredictable issue of the weather.

the seats and maybe even Colin himself... ”

KEY

- Building
- Traffic Cone
- Danger
- Fence
- Gravel
- Haystack
- Mud
- Pipeline
- Rock
- Sign
- Snow
- Tarmac
- Checkpoint
- Tree
- Wall

The maps

As examples, we've chosen what we consider to be the toughest track from each of the countries. The tough tracks generally crop up in the later stages. They demand precision sliding and an intact no-claims policy to get through. Drive safely, now.

FINLAND - STAGE 8 (NIGHT)

This rally is full of wide gravel and mud tracks, which make it one of the fastest in the series. Mind out for the bumps though, they can cause quite a bit of damage, so slow down slightly and keep your wheels straight when you hit them, thus avoiding a spin and crushing your undercarriage. There are a lot of long sweeping corners, so make sure you're comfortable with your set-up as it'll help you carry as much speed as possible through the bends.



RALLY 1: FINLAND - OPTIMAL SET-UP

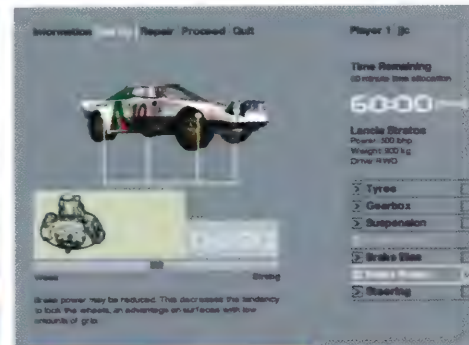
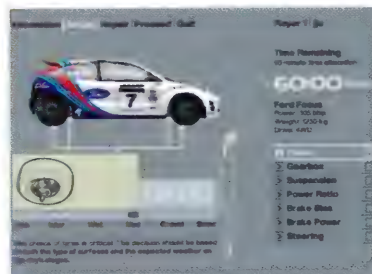
Tyres
Gearbox
Suspension
Power ratio
Brake bias
Brake power
Steering

Gravel
One notch towards Long
Four notches towards Soft
Three notches towards Rear
Two notches towards Front
Three notches towards Weak
Two notches towards High

- 1) Be prepared for the 90° left-hand dog-leg - if you overshoot, you'll end up damaging your front end (and headlights) and you will no longer be able to see where you're going.
- 2) Be prepared again - a sharp left-hander which is bordered by a nice headlight-damaging fence.
- 3) Immediately after a small jump is another left-hand dog-leg with trees closely bordering the road.
- 4) After reaching the top of a rise, the road tightens unexpectedly - drive carefully to avoid the trees at the roadside.

REVIEW

In Arcade Mode you get to race against up to five computer-controlled opponents



Two-player Mode loses a little of the eye candy but doubles up on the fun factor



There are options to customize your vehicle here, but this screen is mostly used for repairing post-race damage

► everything in fantastic detail.

The car, for example, has transparent windows, through which you can see the roll-cage, the seats and maybe even Colin himself. It helps, of course, that rallying is a lonesome sport. Because Codies have only got to worry about displaying one car on the screen, they've been able to lavish polygons upon it. So the exhaust pipe spits fire when you lift off the accelerator and that fire reflects atmospherically off rainy Tarmac. But how they've managed the next bit truly is

a mystery. In *Colin McRae 2.0*, if you crash into a tree you'll actually damage the car. Not just bend it randomly a bit, but deform it properly as if you'd actually driven a real car into a real tree. The front will mash in, and the bonnet will pop up and flutter disconcertingly every time you go over a bump. Spin into a rock and you can burst the boot open, so it flaps up when you slam on the brakes. You can even dislodge the rear bumper, leaving it hanging precariously by one screw. The faster you go, the more it

flails in the slipstream. It's not yet clear whether it can be torn off altogether, but experiments are currently under way at PSM Towers.

Like real rally stages, the roads and tracks you belt along are fearsomely narrow, and the finely-detailed graphics provide an exhilarating impression of speed as trees, rocks, houses and spectators whip past your wing mirrors. Hit a bump and you're airborne in an instant, only opening your eyes when you hear the crump of Focus reconnecting

with road. Don't be surprised to look down and see you've unconsciously crossed your fingers. The sense of terror becomes even more intense when you switch to Colin's in-car view, which has you peering over the dashboard through a murky windscreen, wincing every time you hear the back of your car swing out behind you and crunch into a wall. The view cunningly tilts as you squeal around corners, so you can almost feel the g-force in your neck. It's probably more sensible to stick with the behind-the-car ►

TOP SECRET

GREECE - STAGE 8

This track is dry, dusty, has a lot of pot-holed gravel roads and some nasty hairpin bends. Since the majority of the track is slippery gravel, be aware that your motor's going to slide further than you'd expect it to on the corners. Solution? Brake hard and start your turn into the corner a lot earlier than you would on some of the more sticky tracks.



RALLY 2: GREECE - OPTIMAL SET-UP

Tyres	Gravel
Gearbox	No change
Suspension	Four notches towards Soft
Power ratio	Three notches towards Rear
Brake bias	Two notches towards Front
Brake power	Four notches towards Weak
Steering	Three notches towards High

- (1) Blind left-hand hairpin. Fairly wide, although the roadside drops away so don't overshoot.
- (2) Blind left-hand hairpin, same again.
- (3) Sharp left-hander, roadside dropping away again.
- (4) Sharp left-hander, quite lengthy, with roadside dropping away. Don't be tempted to accelerate too early or you'll drop over the edge.
- (5) Blind left-hander, same as (3).
- (6) Blind right-hand hairpin - bordered by a few trees which can cause serious damage if you're not careful.

Colin McRae Rally 2.0

HOW TO...

MODIFY YOUR CAR



First, get the Focus up to a speed of about 110mph and fail to hear Nicky Grist warning of a sharp, tree-lined corner. That should loosen up the bonnet.



Next, as you try to get rejoin the beaten track, reverse into another tree at about 50mph. The boot will now flap open every time you apply the brakes.



Ooh look, that last tup seems to have dislodged the rear bumper somewhat as well. Now it's trailing nicely along the road behind us in a shower of sparks.



In-car view might be the most realistic way to enjoy Colin 2.0, but it's also by far the most difficult. You'll even be blinded by the sun occasionally.

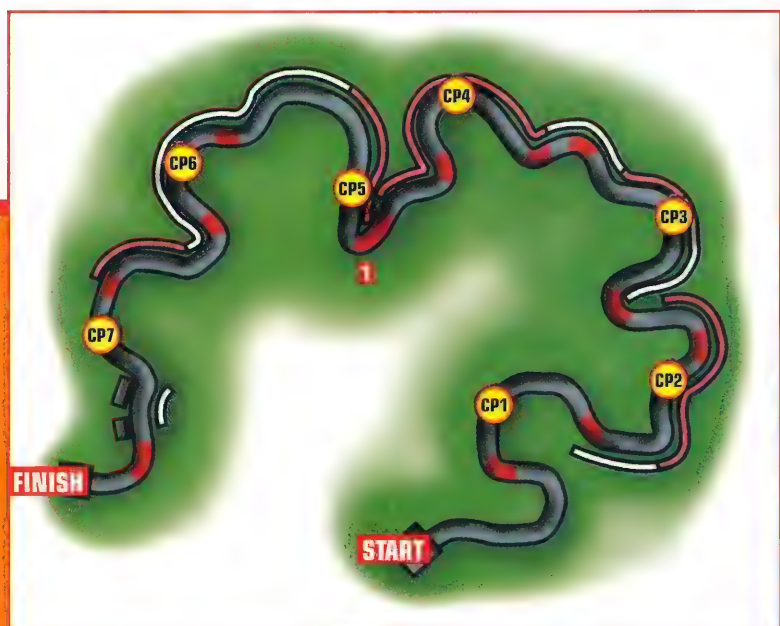
RALLY 3: FRANCE - OPTIMAL SET-UP

Tyres	Slick
Gearbox	No Change
Suspension	Full towards Hard
Power ratio	Two notches towards Rear
Brake bias	Two notches towards Front
Brake power	Full towards Strong
Steering	Three notches towards High

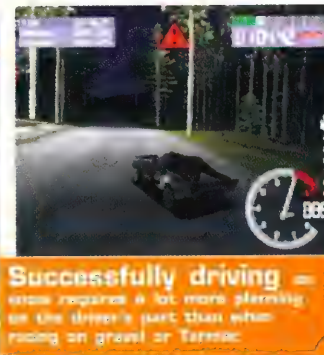
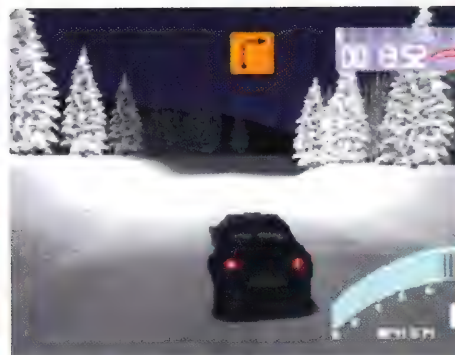
1 Right-hand hairpin, with damaging rock faces at the roadside.

FRANCE - STAGE 8

This rally is completely different to the two previous ones. The surfaces are Tarmac and don't allow much in the way of power-sliding. The roads are incredibly twisty, so you'll need to have swift reactions and a set-up that enables you to change direction quickly. This stage is tricky because it takes place in the evening. Although you can still make out where the road is, you don't have use of your headlights, so when driving into shadowed areas everything goes black.



REVIEW



► or the bonnet cam, though – mainly so you don't miss out on all the panel-beating fun. The from-behind view is customisable, so you can adjust the height, the distance and the amount the camera swings as you take a corner. A nice touch.

The handling is top-notch, too. Your wheels and suspension react extremely convincingly to the terrain, and the car slides through bends just like the real thing. Different road surfaces provide different levels of grip, so if you come slithering sideways off a gravelly section on to a stretch of Tarmac the car will snap into line with a squeal of the tyres. Snow, meanwhile, requires a whole new way of thinking – the car rarely points at less than 90° to your desired

direction of travel. The only drawback is that the claustrophobic roads mean you rarely get to pull off the long, delicious powerslides that are possible on *Gran Turismo 2*'s wide dirt tracks.

It's inevitable that sooner or later you'll mishear one of co-driver Nicky Grist's directions ("Crk. One hundred, four left into six right, care rocks outside. Crk"), or simply get a corner completely wrong, and here, again, *Colin McRae Rally 2.0* excels. Rather than the impassable barriers lining the roads that you get in most racing games, Codemasters have included a generous run-off area on either side of the track. So you might find yourself spiralling off the road down an embankment, or careering through a field, or dodging through trees in a nightmarish recreation of the speeder bike chase from *Return Of The Jedi*. You can almost hear the local body shop rubbing its hands with glee.

Colin 2.0's vogueish front-end enables you to play the game in a variety of ways. Most authentic is the Rally Championship Mode,

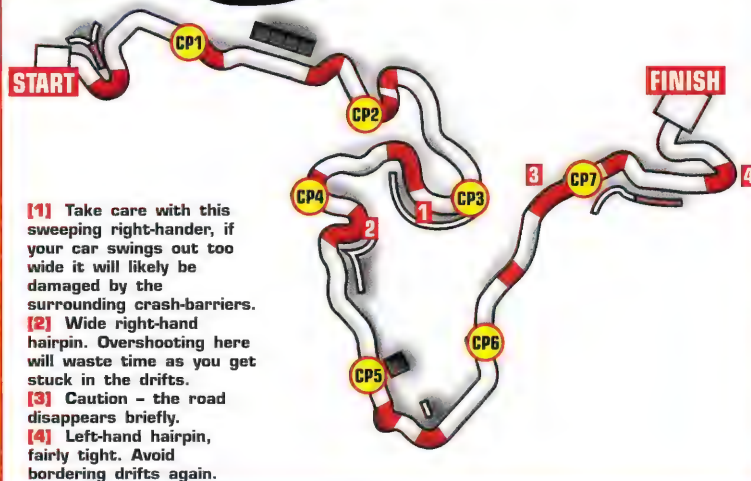
TOP SECRET

SWEDEN - STAGE 8

The Scandinavian rally presents the unique, but exciting challenge of driving along snow-covered roads. Obviously, you'll need to approach the corners with considerably more care than you would on some of the other tracks, as it's all too easy to slide off the track. Also, apart from damaging your car, the surrounding snow banks will suck you in, making you waste a lot of time if you get caught in them. Sadly, chains aren't an option.

RALLY 4: SWEDEN – OPTIMAL SET-UP

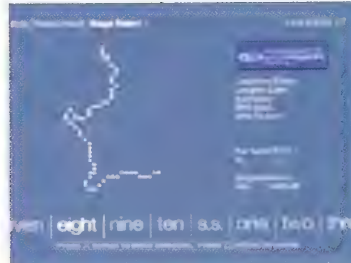
Tyres	Snow
Gearbox	No Change
Suspension	Four notches towards Soft
Power ratio	Two notches towards Rear
Brake bias	Two notches towards Front
Brake power	Fully towards Weak
Steering	Two notches towards High



Colin McRae Rally 2.0



Reaching speeds of up to 50mph in first gear isn't going to make Mr McRae's treacherous happy people.



which sees you thundering through Finland, Greece, France, Sweden, Australia, Kenya, Italy and finally the UK, tackling a series of stages in each country including occasional head-to-head Special Stages. The pioneering system from *Colin 1* is carried over, whereby you get 30 minutes of maintenance time between stages to apportion to repairing various bits of your car. Do you fit a new front wing and fix the gearbox so it stops popping into neutral? Or replace the brake pads and straighten the steering?

Or you can play individual rallies or stages separately. Or you can race against a ghost of yourself in Time Trial Mode. This is surprisingly good fun in itself as you shave tenths of seconds off your time, improving your driving technique all the while. The high score table even gives you a code so you can register your time for posterity at www.codemasters.com

Or – and here's where things get really radical – you

can play in Arcade Mode. Now you're looking at something more akin to a traditional racing game, doing laps of a circuit against up to five computer cars. The graphical detail takes a hit at this point to keep the frame-rate up, so there are no more transparent windows and you might spot a bit of pop-up on the

horizon. Arcade Mode is a thoughtful addition, but if pack racing is your bag you're probably better off playing *Gran Turismo 2* or even *TOCA 2*.

If you've got a pal or two handy you could explore some of the multiplayer options. There are two-player split-screen versions of the Rally and

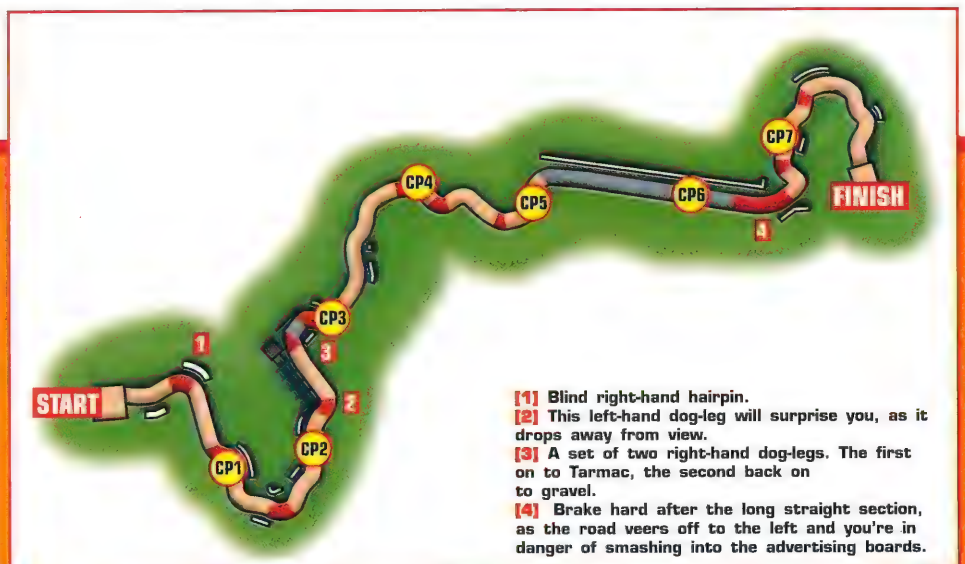
AUSTRALIA - STAGE 8

Take special care on corners here, the gravel is very fine and therefore quite slippery. This is a fast rally along wide tracks through forests and across plains. There are some big jumps as well, so hit them with your wheels pointing straight.



RALLY 5: AUSTRALIA OPTIMAL SET-UP

Tyres	Gravel
Gearbox	One notch towards Long
Suspension	Four notches towards Soft
Power ratio	One notch towards Rear
Brake bias	Two notches towards Front
Brake power	Fully notches towards Weak
Steering	Two notches towards High



- [1] Blind right-hand hairpin.
- [2] This left-hand dog-leg will surprise you, as it drops away from view.
- [3] A set of two right-hand dog-legs. The first on to Tarmac, the second back on to gravel.
- [4] Brake hard after the long straight section, as the road veers off to the left and you're in danger of smashing into the advertising boards.

REVIEW

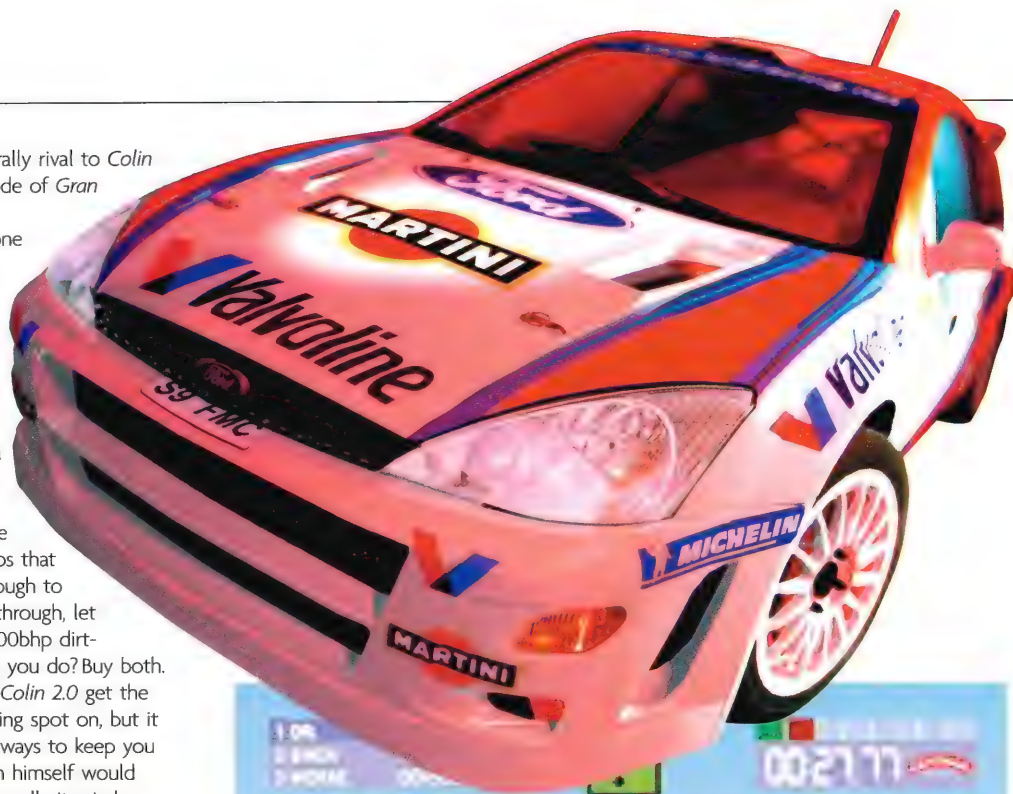
► Arcade Modes, the former showing your opponent as a ghost, and the latter allowing you to collide with each other. Again, the Rally version is best – you'll probably find head-to-head *Gran Turismo* more fun than the Arcade option. There's also a take-it-in-turns version of Rally Mode for up to four players. And there's a knock-out tournament, where players take it in turns to pair up and race on the Special Stages, starting with a custom-built track in a Japanese dockyard.

Aside from the two-player rally option, which can get fiercely competitive, and perhaps the tournament thing, *Colin 2.0* is a game that's best played on your own. And as usual Codies have come up trumps when it comes to incentives to keep at it. Success at Intermediate and Expert levels in the Rally and Arcade Modes is rewarded by bonus cars to supplement the original six. At the risk of spoiling the surprise there are some fantastic ones, including the Lancia Stratos, the Mini Cooper and the manic Metro 6R4. Some of these are almost hide-behind-the-settee fast.

So where does *Colin 2.0* fit into the overall rally game scheme of things? Well, it's a lot more convincing than the hold-down-the-accelerator-until-you-get-to-the-finish-line *V-Rally 2*. And it's at least ten times more fun than the po-faced *Rally Championship*. So why no 10/10? Because only ten months on from *V-Rally 2*, the scoring goalposts have changed – and that's due to a little game by the name of *Gran Turismo 2*. See,

the ONLY serious rally rival to *Colin 2.0* is the Rally Mode of *Gran Turismo 2* – and considering that's one mode in a 10/10 game, *Colin 2.0* duly gets a 'nine'. That said, *Colin 2.0* is ultimately closer to real rallying and – crucially – a lot more exciting than *GT2* as you hurtle at impossible speeds through gaps that look barely big enough to squeeze a bicycle through, let alone a slaving 300bhp dirt-monster. What can you do? Buy both.

Not only does *Colin 2.0* get the graphics and handling spot on, but it offers a wealth of ways to keep you amused. Even Colin himself would surely have to smile, albeit grimly.



OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Hyper-detailed cars and fabulously-scenic scenery 10
■ GAMEPLAY	Fast, scary and varied. Play it however you like 9
■ LIFESPAN	Dozens of stages, and secret cars to unlock 9

■ OVERALL
Rallying reaches new heights of realism and naked terror: *Colin 2.0* is engrossing whether you're mucking about knocking bits off your car, or tackling the entire World Rally Championship

9

OUT OF 10

TOP SECRET

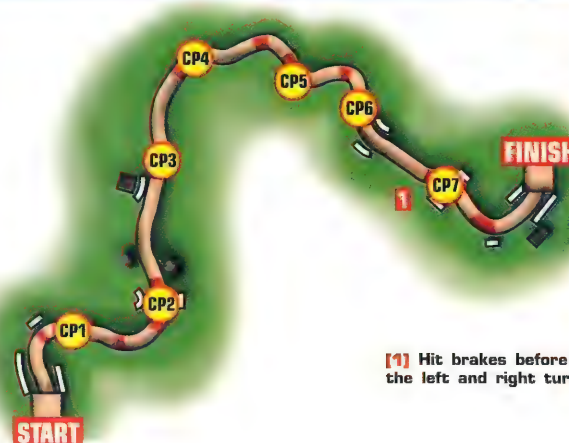
KENYA - STAGE 7

This rally is set on muddy and dusty tracks which pass through the African plains. The tracks appear quite wide, but try to steer clear of the track edges which are rough, slow you down and gradually cause creeping damage to the car. The stages are generally quite fast, but there are often unexpected tight turns to contend with, so hover on the brake and stay alert.



RALLY 6: KENYA - OPTIMAL SET-UP

Tyres	Gravel
Gearbox	Two notches towards Long
Suspension	Four notches towards Soft
Power ratio	Two notches towards Rear
Brake bias	Two notches towards Front
Brake power	Two notches towards Weak
Steering	Two notches towards High



[1] Hit brakes before the left and right turns

Colin McRae Rally 2.0

SETTING UP

Setting up the car correctly is vital for success in each rally. Fortunately for you we've devised an optimal set-up for each country. Once it's up and running you're ready to go. Watch out for the trees though, the car might take a crunch that knocks it beyond repair. Note: you may want to alter the gearbox settings back a notch towards Short in each rally, because the corners on later stages tend to be a little bit tighter.

CARS AVAILABLE (STANDARD)

Car name	Power	Weight	Drive
Ford Focus	300bhp	1230kg	4WD
Mitsubishi Lancer	300bhp	1260kg	4WD
Toyota Corolla	299bhp	1230kg	4WD
Subaru Impreza	300bhp	1230kg	4WD
Peugeot 206	300bhp	1230kg	4WD
Seat Cordoba	315bhp	1230kg	4WD

OTHER CARS AVAILABLE (BONUS)

Car name	Power	Weight	Drive
Ford Focus 1999	300bhp	1230kg	4WD
Ford Focus Alternate 1	300bhp	1230kg	4WD
Ford Focus Alternate 2	300bhp	1230kg	4WD
Mitsubishi Lancer Alt. 1	300bhp	1260kg	4WD
Mitsubishi Lancer Alt. 2	300bhp	1260kg	4WD
Mitsubishi Lancer Road Car	300bhp	1260kg	4WD
Lancia Integrale	345bhp	1149kg	4WD
Lancia Integrale Alt. 1	345bhp	1149kg	4WD
Lancia Integrale Alt. 2	345bhp	1149kg	4WD
Ford Sierra Cosworth	320bhp	1190kg	RWD
Mini Cooper S	120bhp	550kg	FWD
MG Metro 6R4	410bhp	1030kg	4WD
Lancia Stratos	500bhp	900kg	RWD
Peugeot 205 Turbo 16	500bhp	940kg	4WD
Ford Racing Puma	300bhp	1040kg	4WD

ITALY - STAGE 8

A very similar type of rally to France, Italy's high-grip Tarmac roads take you way up through the Alpine mountains. Again, the roads are extremely twisty, so you'll need to concentrate hard and do a lot of handbrake turns and power back on the accelerator. Watch out, because where the stages head up into the mountains – the low cloud will cut down your visibility a considerable amount.



RALLY 7: ITALY - OPTIMAL SET-UP

Tyres	Slicks
Gearbox	One notch towards Short
Suspension	Fully towards Hard
Power ratio	Two notches towards Rear
Brake bias	Two notches towards Front
Brake power	Full towards Strong
Steering	Full towards High

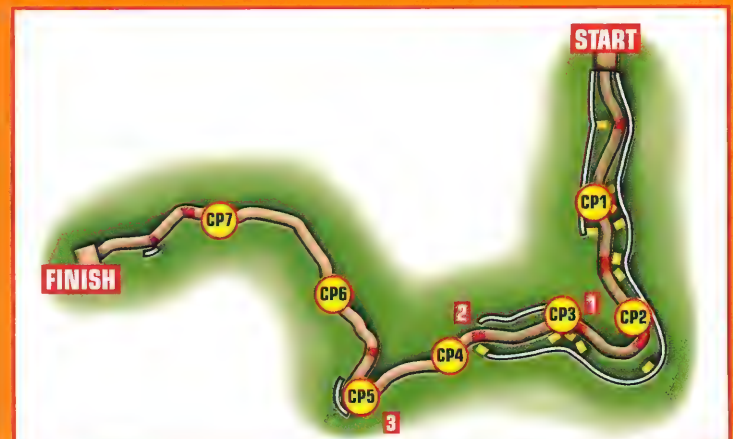
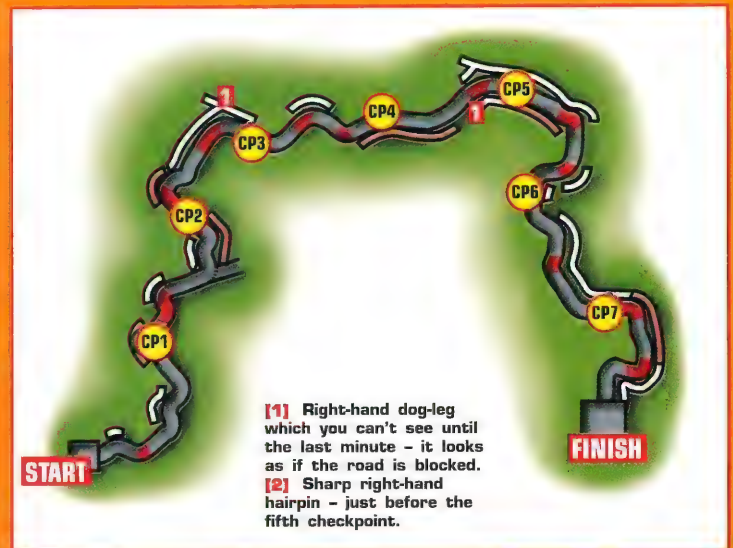
UNITED KINGDOM - STAGE 8

Without a doubt, the hardest and most varied rally of the series. You'll experience gravel, mud and Tarmac surfaces. To hamper you even further, you'll also have to put up with rain and fog. It's critical to get just the right set-up for the car, due to the widely varying track conditions and the erratic weather. Take extra care on the slippery mud surfaces, especially when heading into corners. Lose grip and you'll just keep on sliding.

- [1] Sharp left-hander – watch out for the advertising boards.
- [2] Keep in the centre of the track to avoid the gateposts here. Also, the roadside is now bordered by trees.
- [3] Sharp right-hand hairpin – invisible until the last minute as the road initially appears blocked by advertising boards.

RALLY 8: UK- OPTIMAL SET-UP

Tyres	Mud
Gearbox	One notch towards Long
Suspension	Fully notches towards Soft
Power ratio	Three notches towards Rear
Brake bias	Two notches towards Front
Brake power	Four notches towards Weak
Steering	Three notches towards High



INTERVIEW: Colin McRae Rally 2.0



THE MAN SPEAKS



floating sensation. You don't ever have 100% traction between the tyre and the road at any one time, but then you never really lose it 100% either. It just means you're making your own manoeuvres in advance of the corner more noticeably than on other circuits. The handling in the game recreates this well. It's something that I'd like to do more of, perhaps in my retirement, along with spending more time on bikes.

PSM: Bikes are a big passion of yours. Why do you think you ended up racing a car rather than a bike?

Colin: I think it's really because it's quite dangerous and I didn't get an awful lot of support from my mother. Erm, my father never gave me any support because he was frightened of my mother...

PSM: How does it feel to have your own game, knowing so many people are playing it?

Colin: It's quite a separate thing to be honest. I don't feel like I'm directly related to it, it's not like I see people actually playing the game. I suppose a lot more kids recognise me now.

PSM: Do you think the game has been good for the sport?

Colin: I think it appeals to a younger generation, who perhaps wouldn't otherwise know much about the rallying circuit. Obviously the game has got them interested in the sport, and hopefully they will follow it up by watching the coverage on television, or reading newspapers and magazines. So yeah, that can only be good for the future of the sport. **CC**

COLIN MCRAE TALKS ABOUT THE THE SUGGESTIONS HE AND HIS CO-DRIVER, NICKY GRIST, MADE DURING CODEMASTERS' PRODUCTION OF COLIN MCRAE RALLY 2.0

Back in 1998 in a converted barn in Warwickshire, a group of guys were getting ready to meet a driving legend. With the makings of a fantastic rally game under their belt, Codemasters were looking for some expert advice. In Colin McRae and his co-driver, Nicky Grist Codemasters found what they were looking for – it was never going to be long before Colin and Nicky came back for another look...

PSM: How involved have you and Nicky been in the making of Colin McRae Rally 2.0?

Colin: The first thing we were involved in was to get the Focus right – the car, the steering, the whole thing. Generally we wanted to get it as close as possible to the real thing, but we spent a lot of time basically just improving on what we did in the first game. Nicky provided a lot more input into the case notes, certain stages contain quite a lot of detail, getting the road character right – he's put a lot into it.

PSM: Are you happier with this game than the first? Can you see the improvements that have been made by the developers?

Colin: Definitely. I've played the game a fair bit now, and I can see where our input has made a difference. You can definitely see the improvements. All of the stuff Nicky's worked on has turned out quite well too. It's quite a complex system of pace notes, very similar to what we use. It's obviously not quite as detailed – if it was you would never be able to follow it. Then you've got the arcade section, which is a little bit different. There's a lot in there.

PSM: When you're playing the game and you can hear Nicky's voice, does it take you back to being in a car? Are you conscious of what he's saying when you play the game?

Colin: It's quite similar, yeah. Obviously, there are certain stages that I know and so I don't listen because I've memorised the pace notes already. But

with the new stages that I haven't played as much, I do have to listen to him more carefully.

PSM: Do you think the game would ever help rally drivers or co-drivers learn tracks?

Colin: No, it's very difficult. It's not like a race circuit game, where you can program it to the exact gradients from all the corners. You can't do that with rallying, because with rally roads the tracks change from year to year – there's so much traffic on them, there's all the vegetation in the forest, and it falls all over the roads. So from that point of view it doesn't make much difference. The thing the game would be able to help with is the general layout of an event. The pace notes and the set-up of the car are variable.

PSM: Do you have any favourite stages, in the game or real life?

Colin: Sweden is one of my favourite races – on the snow you get more of a



Having ditched that brash, noisy Impreza in favour of Ford's slick new Focus, Messrs McRae and Grist have continued their run of rally success. With its pioneering features pushing our beloved grey box to its limits, Colin McRae 2.0 is definitely one of the finest racers ever to grace it's hallowed

circuits. Our demo sticks you in the driving seat snuggled up alongside young Nicky. From here you'll be able to race one of three stages selected at random - Finland, France or Sweden. So fasten that seatbelt and prepare for one bleedin' hell of a ride (guv'nor).

THE TRACKS



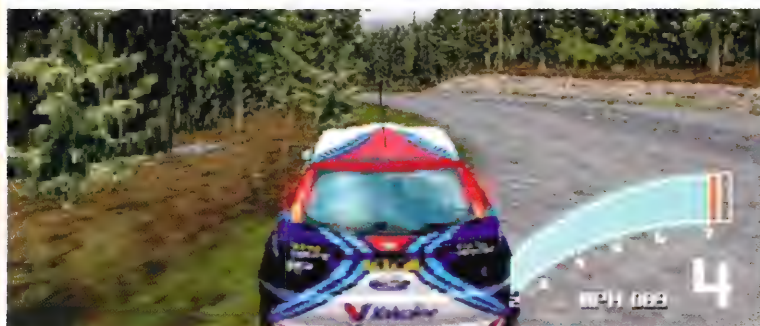
France

Try not to pay too much attention to the pastoral French scenery as you fly around this course, otherwise you'll end up crashing head on into one of the many trees or telegraph poles that are strewn along the roadside. To make matters even trickier there are three major hairpin bends spread out at even intervals throughout the course. Try to negotiate them using a quick dab of the handbrake to slide your way round.



Sweden

We journey to the icy Scandinavian north for this one of the most demanding courses in the game. There aren't any particular obstacles as such along the track, but the whole thing is covered with lashings of frozen snow making for some very hazardous driving conditions. Keep an eye out for some nasty gaps in the roadside barriers - go through them and your race will be well and truly over.



Finland

There's trees a plenty lining the route of this romp through the fabled Finnish forests, so beware if you happen to stray on to the verge. In addition to this wooded menace there's also more than a smattering of humps and jumps to negotiate along way. Pay particular attention to Nicky's instructions on this one.

IF POWERSLIDING YOUR WAY ROUND HAIRPIN BENDS AT BREAKNECK SPEED IS YOUR IDEA OF A GOOD TIME, THEN YOU'VE COME TO THE RIGHT PLACE. ASIDE PERHAPS FROM THE REAL THING, RALLY DRIVING DOESN'T GET ANY MORE THRILLING THAN THIS...



THE EL PASSO SCHOOL OF MOTORING

Keep off the grass and stay in the red, you get nowt in this game for two in a bed. Careering across the verges in Colin McRae 2.0 not only slows down your racing machine but can be down right dangerous, due to amount of obstacles that have been carelessly strewn thereabouts.

Play close attention to your co-driver's wibblings and the symbols that appear on screen. Most of the courses are too large to memorise so listening to Nicky is your only way of knowing just what is around the next bend. Symbolwise, any corner that has a white, green or yellow warning sign preceeding it can be taken without the need to brake.

Beware however of anything worthy of an orange or red warning sign, as these corners will be treacherous.

The only way to make any real progress in Mr McRae's second mud splattered sim is to practise your powersliding and countersteering techniques until you get them down to a fine art. As you approach the corner slam on your anchors and turn sharply into the bend. Now as your rear starts to swing out behind you stamp on the accelerator and steer hard in the opposite direction. If done correctly your metal beast should have negotiated the turn with hardly any noticeable speed loss, huzzah!

EURO 2000





FACTFILE

■ PUBLISHER	Electronic Arts
■ DEVELOPER	EA Sports
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to two

EURO 2000

WANT TO REPLAY THE DREADFUL TWO WEEKS THAT WAS ENGLAND'S CONTRIBUTION? FANCY RELIVING THE FLEETING MOMENT OF GLORY WHEN ENGLAND FINALLY BEAT GERMANY? WELL, HERE'S THE OFFICIAL GAME AND DEMO SO GIVE IT A TRY.

REVIEW



IT'S NOT AS IF THEY'VE CALLED IT FIFA OR ANYTHING...



Fool your opponent by pointing the arrow in one direction and kicking in another.



Euro 2000

“It is possible to string together a series of moves, react quickly



As if having one of the best-selling games each autumn wasn't enough for EA Sports, they've gone and got *Euro 2000* in the bag too. But surely even the Canadian developer's expert teams can't make that many changes to a football sim in only eight months.

Euro 2000 may have a new opening video, a different overpaid striker on



the cover and a new thumping soundtrack, but if you've played any of the recent *FIFA* games it's instantly familiar. The control system is the same, the graphics are identical, and the commentators have gone through the motions once again (another contracted just to say a few different team names).

Some people worship *ISS Pro*, others swear by *FIFA*, but despite simulating the same sport they're entirely different games. *ISS* is far

trickier, which makes it a great single-player challenge. But *FIFA* (sorry, *Euro 2000*) is ideal for multiplayer battles, because anyone can pick it up and score. *Euro 2000* flatters the player. Like a beat 'em up, you can practically stab the buttons at random and something good will come of it. As you hit the shoot button you accidentally touch one of the shoulder buttons and the striker spins, flicks the ball over the head of a defender and volleys it into the corner of the net. It looks lovely, and you wish you

TOP SECRET

THERE'S NO POINT KNOWING ALL THE TRICKS IN THE BOOK IF YOU PICK THE WRONG TEAM. HERE'S A RUNDOWN TO ALL THE HEROES AND VILLAINS

ENGLAND WORLD RANKING: 11

Owen and Shearer stay up front, with Owen's speed being a particular strong point. However, it's best to have a striker with good stats (such as Andy Cole) in reserve if you're planning on running Owen a lot. Sol Campbell in defence means you can push the midfield up to support the attackers, knowing you've got players who can defend effectively if anything gets through. Ex-floppy-haired heart-throb Beckham is a great way to get the ball to your forwards – straight down the wing followed by a cracking cross is his

speciality. It's a good idea to overcome any hatred you might be harbouring for Mr Posh Spice and keep him on the team.

ITALY WORLD RANKING: 14

Dino Zoff's one-time outfit is one of the few teams where meddling with substitutions and formations to get the best team and tactics isn't really required. They already have the best players selected and start off with a strong attacking strategy. Del Piero is one of the greatest strikers in the tournament, with a

mighty 100% attacking statistic. He's the best player in the team by a stretch and can really turn a game around. The defenders are fast enough to catch most strikers while providing support for the midfielders and pushing up to pressurise opposition defences too. Make sure you push up constantly and attack as much as you can.

YUGOSLAVIA WORLD RANKING: 13

Mijatovic is an impressive striker, and Kovacevic – although his stats look worse – often gets more

goals. The automatic selection picks the best team, apart from the exclusion of Drulovic. Bring him on for Jokanovic or Stankovic. Use containing tactics to give the team a more solid shape or else use man-to-man marking.

ROMANIA WORLD RANKING: 8

Stelea isn't a great keeper, so boost defensive cover by changing Sabau for Petre (although a midfielder he is better at right back) and Contra for Filipescu. Ilie is a mean shot but the other strikers aren't as



Instant replays feature some great camera angles that make the bulge of the onion bag just that little bit more satisfying



If you're not keen on playing left to right you can opt for an end-to-end camera mode, or even a bird's eye view from the tower



and place the perfect strike...

could remember exactly how you did it.

As a result, *Euro 2000* doesn't really stand up to too much cross-examination. At times you feel as though two computer-controlled teams are playing and you're only subtly influencing the outcome. Nevertheless, it is possible to string together a series of moves, react quickly to passing opportunities, and place the perfect strike.

There are three difficulty levels, with Amateur being a shamefully-straightforward affair. Scores of eight or

12:nil are possible in just eight minutes of play. Step up to the middle Professional level, however, and it should keep you sufficiently frustrated for the next couple of weeks – at least until you've mastered the nuances, or more accurately worked out what tricks beat the computer-controlled players.

In open play *Euro 2000* is very satisfying and looks fantastic. It seems very fair, with your team mates moving well to find space. Tackles work nicely, but it's also possible to position your



The pre-match build-up shows off those new faces to good effect

strategy and a secure defence is better than an all-out attack. But they're German, so whatever you do they'll probably get a result for you.

NETHERLANDS WORLD RANKING: 19

Bergkamp and Kluyvert create a great striking partnership and it's an essential part of the Netherlands' strategy. Winter should replace De Boer in the centre of midfield and De Boer should be teamed up with Stam at the back to give a good, solid defence. De Goey is a more than capable goalkeeper. An attacking formation and strategy should be chosen to complement the strong attacking play of Davids, Overmars, Seedorf, Van Nistelrooy and Van Hooijdonk. This makes the line attack tactics of Kluyvert and Bergkamp less restricting, but playing a flat attack gives you more options up front. Just try to

HOW TO...

CELEBRATE LIKE A GIBBON

Whenever companies demonstrate football games to us, they like to show off the goal celebrations...



Making a complete arse of yourself in front of the mourning opposition – always a favourite with the fans.



Run around pretending to be an aeroplane for a couple of minutes – gain extra applause from the crowd by winging opponents or the ref.



Run to the nearest TV camera and strike your most camp pose.

good. Play 4-4-2, as it gives you defensive cover and you won't notice the lack of a third attacker. Change the default marking from man-to-man to zone.

FRANCE WORLD RANKING: 3

Even though the team is very strong, the automatic selection doesn't make the most of the players available. Frank Leboeuf should be taken off the bench as he's a great defensive midfielder, and Pires is a better right midfielder than six. It's a good idea to make use of France's wealth of top notch defensive midfielders by playing a pressure defence system and pushing up from the back. It's best to play with Dugarry and Anelka as a flat offence rather than the line attack. Anelka provides the pace, and Dugarry's good in the air. But don't forget you've got varied options with Henry, Zidane and Djorkaeff in reserve.

The latter pair are great creative players, and Henry can often match Anelka up front, sharing excellent pace and good scoring ability.

GERMANY WORLD RANKING: 5

Matthaus is better as a defensive player, so move him from the attacking position he starts in. He may be one of the oldest players on an ageing squad, but he's still got the skill to keep up with the best. Although using players out of position doesn't seem to make much difference, it's far better to have him in the centre of defence. Use 3-4-3 or 3-5-2 with him as your sweeper. Replace Bode and Jeremies with Wosz and Hamann in the centre of midfield. Bierhoff is especially good in the air, so make sure you've got plenty of width down the wing to get some crosses in to the big fella up front. Settling for a more balanced

relax, though, when it comes to taking penalties and remember, you can't do as badly as the real thing.

NORWAY WORLD RANKING: 7

Pull Iverson out of his unusual defensive position and put him into the attacking line-up. Removing Solbakken and putting Halle on at right back is also a wise move. Bring Leonhardsen on at right midfield instead of Mykland to give more balance as Mykland is more suited to centre midfield play. The keepers should be swapped around before you begin, but neither are top notch performers. Playing with five at the back is also a good idea, so the keeper gets all the cover he can. Up front, Flo is huge and Iverson isn't, so both through balls and crosses are suitable. This gives you more flexibility – always useful when playing as Norway. Balance your play with care, as

FORMATIONS AND TACTICS

If the defence is a little under strength, playing with five at the back will always reinforce it. While you don't want to invite your opponents to pressurise you, playing on the break can be a good idea. You'll be undermanned in midfield, but you'll have a lot of width at the back. A short pass to a winger who can knock it on to a striker is also a useful move. Alternatively, you can resort to playing a long ball, which can infuriate any opponent trying to play a fluid passing game. The extra width at the back can be used to prevent your opponents from outflanking you and getting in crosses.

Unless your strikers only have one leg, the 4-4-2 is pretty much the best all-round formation to play with **11**. It's a balanced tactic and means

you're less likely to get caught out at the back. 3-4-3 is a better attacking formation, but only if you have three decent attackers. Midfielders can play up front, if you want to play more attacking football, but the traditional 4-4-2 is almost always best for a half-decent team. The main advantage of the extra striker is that there's usually a player on hand if the keeper knocks the ball back out into play. If you're thinking of three up front, make sure the defence is strong enough to cope with the extra pressure. Playing with more than three strikers is asking for trouble, and is usually the mark of a desperate man who's got nothing to lose because he's two goals down with five minutes to play.

The strengths and weaknesses of each player can be used to personalise

their position **12**, as a team's formation is pretty flexible. For example, more defensive midfielders can be pulled back slightly, while their more aggressive team-mates can be pushed up to support the attack. Different formations suit different styles of play. When you play particularly fast opponents, for instance, man-to-man marking works better than zone marking. The key thing to remember is that *Euro 2000* is a funny old game. Don't just stick with the default tactics, and don't be afraid to change mid-game if you're being panned **13**.

Shoulder buttons add lots of trick moves and can be surprisingly effective if you use them in the right situation. They're meant to represent those beautiful moments of genius that can

turn a game on its head, so use them to flummox your opponent at a crucial point in the game.



DEFENDING

The standing tackle is the best way to stop the opposition from scoring. Sliding is tricky and often ends with your player being booked or giving away a free kick. If you're really in trouble, you can try to injure the opposing player by sliding into him when he's sprinting through. Even though you're almost guaranteed to take the ball or the man, you're better off working on the safer and more effective standing tackle. Track close to the striker and if you can't get a tackle in, stay between him and the goal to force him out wide. Try to stay off the aggressive tackle **14** if you want to keep your players. You don't have to play fair all the time, though. Blatantly fouling your mate's striker will undoubtedly unsettle him.

Remember that you can get the goalie off his line manually using **15**. But watch out for the Owen shimmy tactic (see Shooting). If you do come out at the right time, it can force a rushed shot or reduce the angle. But this is another desperate manoeuvre and should only be used if you get into a difficult situation.

IF YOU LIKE THIS THEN LOOK AT...

ISS PRO EVOLUTION (PS1/5 9/10)
Breathtaking in every aspect. Effortlessly recreates the beautiful game.

► body to fend them off.

Sprinting is *de rigueur*, but the players tire quickly, so you can't dribble forever. But when it comes to set plays, *Euro 2000* can be very frustrating. Corners, in particular, are horrendously difficult to defend, and tend to be the greatest cause of goal seepage. The problem is that when the ball is in the air it's hard

to predict when it's going to reach head height. If you're attacking, corners or free kicks are easily squandered.

This aside, *Euro 2000* is a sumptuous football game, easy to pick up, and full of style. It's not markedly different to *FIFA 2000* – a training centre where you can learn basic and advanced skills is particularly welcome – but it is official, which means that you can play along to

the championship, including the qualification process from the last couple of years. Accurate handling of bookings and suspensions means that you can't be too reckless, either. But gone is the chart music and in is an atrociously wet soundtrack by Paul Oakenfold, and if you already own *FIFA 2000*, there's not an awful lot that's new or improved. You pays your money...

Just the odd glitch in an otherwise fine performance **9**

Still a little too generous with the footwork **7**

Should keep you going through the summer **8**

OVERALL

If you have *FIFA 2000* and you're happy playing international squads, stick with what you've got. Another update, another license frenzy, but it's still fabulous post-pub entertainment, and difficult to fault.

8

OUT OF 10

TOP SECRET

► playing a counter-attacking game may allow strikers to penetrate your mediocre defence.

SPAIN

WORLD RANKING: 4

The Spanish side has Marcelino, Nadal and Campo, who are all great centre backs. Slot them into the defence instead of Salgado on the right and Paco at left back. The attacking line is good, but keep Etxeberria on the bench as a late sub, replacing him with Morientes who is a better striker. In the centre of attack Raul is a majestic striker, so make sure you get the ball to him as often as possible. Hierro at centre back is also a good idea, as he's a great player

too. The midfield remains average, so a 3-4-3 formation is a wise strategy as the Spanish side is very attack orientated. Complement this with an all-out attacking tactic. The defenders play a containing game, but can handle you being much more aggressive, so push up with a pressuring defence.

CZECH REPUBLIC

WORLD RANKING: 2

Both keepers are a bit dodgy, so make the most of the defence. It's a wise move to replace Berger with Nedved, as he's a better player, and it's surprisingly effective to play with four centre backs. This provides good cover for the mediocre keeper. As the defence is strong, you could move to a more pressuring tactic, but, despite being ranked the second best team in the world, the Czechs aren't very good up front, so sticking to a containing game is probably your best bet.

Attacking is improved by subbing Koller for Lokvenc who's a better player up front. A 4-4-2 formation is a good idea, and gives the choice of sticking with default midfielders or changing them for some of the more attacking players waiting on the bench.

SLOVENIA

WORLD RANKING: 41

Outsiders such as Slovenia will always struggle against bigger teams. Simeunovic is poor in goal, but replacing him with Dabanovic provides precious little improvement. Englaro is a better left back than Galic, so change that round pronto. The defence is not good enough to soak up pressure, and the strikers aren't good enough to pressurise the opposing defence. Even the midfielders can have trouble holding up the ball. Slovenia are a medium to weak side and even though playing on the break is a risky option, it can pay off.

Don't mess around with fancy passing, leave that to the better teams. Try using the old Wimbledon way: get the ball, lob it forward and get those shots in.

PORTUGAL

WORLD RANKING: 15

Rui Costa and Figo are great attacking wingers, so get down the line and whip in as many crosses as possible. These two can get forward and play balls for Sa Pinto, who is up front by himself in the default 4-5-1 formation. However, changing to a more attacking 3-4-3 makes the most of your players and should certainly be considered. With Costa on the left and Sa Pinto as the right hand attacker, the front line is a force to be reckoned with. Joao Pinto plays well behind these three as an attacking midfielder. To stop the goals going in at the wrong end, make sure Jorge Costa is playing in the centre of defence,

SHOOTING

Strikers score goals, and goals win games, so the obvious focus of any match is the front line. With fast players such as Owen, one-to-ones with the keeper are common **[1]**. Use a sideways shimmy (hold **[2]** and the direction you want to move) to leave him standing scratching his head wondering where you went. Try not to move too far though, because cutting down the angle on the goal severely reduces your scoring chances. Poor strikers can use a through ball (providing none of your players are in front) to improvise a low, fast shot which can be particularly helpful if you find yourself constantly shooting high or wide.

Pressing **[X]** in the box (when there are no pass targets around) will perform a side foot shot, and is a good alternative. Heading is obviously an important tactic **[2]**, as scoring from crosses is one of the easiest ways to rack up goals. Volleys and overhead kicks are all well and good, but if your player is a Giant

Haystacks look-alike, he'll be better off using his noggin to knock the ball into the net. Staying away from the keeper is a good idea when going for goal, as they are often quick off their line, and a shot from just outside the penalty area will leave you in the perfect place to pick up any rebounds. Running towards the keeper at an angle of 45° is a much easier way to score, and a bit of spin (holding **[2]** or **[8]**) makes the ball that little bit more slippery in the keeper's hands. If he even gets close to it.

Veering like a drunkard at the last second can put the goalie off, as running in a straight line before shooting gives him a much better chance of making a save. A subtle change of direction often leaves the keeper stranded, and will improve your chances of scoring. Also, if you're sprinting towards the goal, try slowing a little before you shoot. This will lose your markers, and can leave the goalie out of position.



PASSING AND CROSSING

Through balls are effective ways of getting your strikers past the defence so they can get in a shot **[1]**. Just make sure you don't use a through-ball from your own defence as you're likely to give the ball away to opposing players in dangerous positions. Long balls can often relieve pressure from the opposition's strikers, but it can also mean losing possession. Try to keep the long ball for when you're in trouble or if your passes are constantly being cut out by faster opponents. The short pass to the feet is the name of the game, from defence to midfield, so midfield can slot a nice through ball to the

strikers. Take note of the pass indicator at your player's feet, but don't always believe it. A lot of the time, a bad pass will reach a player without being intercepted. But do take note of where your players are positioned. After sprinting down the wings and hoofing in a cross **[2]**, control changes to the striker. Hit **[C]** for a kick, or **[C]** for a header **[3]** and your striker should shoot first time. Double tap and he'll strike a volley. If you're running too fast down the wing, shield the ball with **[R]** before putting in the cross or, alternatively, cut back just before the byline to keep the ball in play.

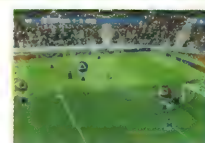


FREEKICKS AND CORNERS

Unless you're on the touchline, or a really bad player is taking the kick, have a shot. While many players can add spin to the ball, don't get over-ambitious with the less skillful ones. Just aim over the wall for the corner opposite the keeper, with enough power to get over. It's not too hard to master and after a few games you'll be able to score regularly.

The most effective corner tactics

depend on the players. In general, a pass using **[A]** to the player left of the keeper **[1]** puts you in a great position for a header or a shot. To shoot, turn quickly as soon as you get the ball, and you'll be in a good position. **[C]** seems to leave the ball too far out, so you should avoid it.



THE SPECIAL MOVES

The simple shield (hold **[1]**) enables you to hold the ball up and keep possession. The hurdle (tap **[1]**) is best to get past defenders, and if used on the last line of defence, it leaves you clear for a shot **[1]**. The shimmy (hold **[2]**) lets you move round to the side of an opponent **[2]**, but is best left for keepers (see Shooting). To get round a player and keep the ball, the player can spin 360° (tap **[2]**). It's surprisingly effective for getting past one or two players, but try to get all the way down the pitch and you'll lose the ball at some point. To perform a more

impressive version of the hurdle you can flick the ball over your opponent's head (hold **[2]**), but this gives you less time to shoot.



as he's the best defender in the team. With key players in attack, midfield and defence, the Portuguese are a nicely balanced team.

BELGIUM
WORLD RANKING: 32

The main flaw is the defence, so don't stick with the default formation of 3-5-2. Use a 4-4-2, or even five at the back, to improve your chances. Replace Staelens at centre back with Deflandre to further aid the leaky defence. Up front, Mbo Mpenza is a better centre forward than either of the default strikers, so get him off the bench. The midfield is the key to the Belgian team, as they do all the work. The strikers need service if they are going to score, and the defence needs all the help it can get, so it's a good idea to change the midfield's attacking strategy from an all-out attack to something a little more balanced.

SWEDEN
WORLD RANKING: 16

Pettersson is an impressive striker, and will probably be the focal point of most attacks, so make sure you get the ball to him and let him do his stuff. Nilsson at right back is one of the best midfielders in the tournament, with a 100% midfield stat, so you can use him to play a pressure defence or move him up into midfield where he can perform wondrous acts on the right hand side. Kamark, the left back, is also very versatile so you could move him up to midfield, depending on whether you want a strong, attacking defence or two fast, attacking midfielders. Playing with a neutral attack suits the team better than counter-attacking. Pressure defending is a good way to play, especially if you leave Kamark and Nilsson in defence. Stick to zone marking, unless you're used to man-to-man marking and prefer it.

TURKEY
WORLD RANKING: 31

Another rank outsider presents another challenge. Well, let's be Frank. They were never going to win it, no matter how hard they tried. Ozalan is a fairly decent midfielder and will dominate the centre, but Korkmaz and Akyel, who are both good centre backs, start out on the bench, and midfielder Yalcin is in the left back position. You should rearrange this to create a more balanced team. The Turks defend on the retreat, but playing a containing game suits them better. Unfortunately, big gaps often appear between midfield and defence. This can lead to the opposition really doing some damage when they go forward. Poor strikers and a mediocre midfield mean that playing long balls and trying to catch the opponent unawares is the most effective way of trying to score, dull and unattractive though it is.

DENMARK
WORLD RANKING: 12

Obviously Schmeichel stays in goal unless he dies, but the rest of the automatic selection isn't quite so impressive. It's a good idea to swap the centre midfielders on the bench for the default players, so go right ahead. Tomasson up front is taller, but hasn't got quite as good stats as Gronkjaer or Nielsen (on the bench), so your choice of strikers depends on your tactics – if you're going down the middle, or looking for headers off crosses. Helveg is a key player and a good playmaker and the team as a whole has a solid look. A flat formation gives you more options, but it depends on how attack minded you are. Denmark play a good counter-attack game, but are easily good enough to play a possession game. If you want to go on the offensive, then change the defence from containing to pressure.

Euro 2000

AT LEAST WE BEAT THE GERMANS...

15 OF EUROPE'S FINEST TEAMS (AND ENGLAND) MET THIS SUMMER IN THE LOW COUNTRIES. WE REMINISCE ABOUT AT A WONDERFUL SUMMER OF FOOTBALL

What are your memories of Euro 2000? Those stomach-churning close ups of Jaap Stam having his eyebrow sewn back together? John Motson's bizarre comment at the start of the final ("Portugal were perfect, Romania were rampant, England were crap") Or each time you think of Euro 2000 you just see Phillip Neville? However you remember it, it was one of the best European Championships for years. England may have departed early but the likes of Zidane, Figo, Kluivert and Toldo ensured that there was plenty of good reasons to stay out of the sun this summer.

STARTING ORDERS

The opening ceremony was the traditional drug-fuelled nonsense. A small boy wearing red pyjamas flew through the sky pursued by a giant ball. After such prosaic dreams, Belgium versus Sweden brought the tournament back to earth with a solid display of functional football redeemed by the Belgian goalie's horrific

mis-kick. It wasn't the most inspiring game but the open, attacking play set the tone for the tournament.

From the first day the favourites showed why they held that tag. France proved that their lack of firepower at the World Cup was no more with the young triumvirate of Anelka, Henry and Wiltord. Co-hosts Holland may have scraped past a strong Czech team with a Fosbury flop in the penalty area from Ronald De Boer, but they hit form against the Danes and later against a weakened French side.

Traditional slow starters, Italy required a dubious penalty to beat a resilient Turkish team, before doing for co-hosts Belgium with a 2-0 win. While outsiders Norway beat Group C favourites Spain after a moment of foolhardiness from keeper Molina. Rushing off his line the reserve custodian gifted Iversen and Norway their only goal of the tournament. The 'dark horses' of that group were obviously Slovenia who managed to take a 3-0 lead over a gifted, but undisciplined Yugoslav side only to



be pegged back by the Aston Villa reject Milosevic.

ENGLAND EXPECTS, ENGLAND EXITS ENGLAND 2 PORTUGAL 3

Sneaking into the tournament via Swedish success and two poor performances against Scotland, England announced their arrival with the blind optimism of Kevin Keegan and trouble in the streets of Belgium. After enjoying the sight of Germany struggle to draw with Romania, England seemed buoyant as they tore into the Portuguese. Scholes thrilled the nation by converting a Beckham cross before McManaman added a sweeping second. For 20 minutes the team played some of the most exciting football of the tournament so far, but were woeful for the other 70. First Luis Figo powered through the midfield unchallenged to drive past Seaman. The diminutive Pinto stole in front of Campbell to head in, before Gomes added a third to complete a humiliating night for Kevin Keegan and English football.

ENGLAND 1 GERMANY 0

The rest of Europe might have been more concerned with the events in the square

of Charleroi than the stadium but this game meant everything to the two combatants. A German side as tired and fractious as its former hero, Lothar Matthaus, was beaten by an English team playing the football of 20 years ago. Alan Shearer proved the decider, the hoodoo was broken but qualification was still depended on drawing with the fluid Romanians. Not through yet.

ENGLAND 2 ROMANIA 3

Once again an England striker bowed out in ignomy. Lineker retired after being substituted eight years previously in Sweden, and now Alan Shearer departed, as England did, with defeat by Romania. A draw would have been enough to meet Italy in the next round, but once again the team's play was fitful and random. Out-passed and out-thought, England relied on the traditional values of their captain, pride and passion. So after Chivu had chipped Romania into the lead, England forced their way back with a Shearer penalty and a neat Owen finish. After the break, a defensive error allowed Muntenau to turn Martyn's punch into a volleyed equaliser. With England still able to qualify with a draw, Heskey replaced Owen, leaving the tiring midfield



vulnerable. Three minutes from time a 'hopeful' tackle in the box by Phil Neville left Ganea to complete a miserable tournament for both Neville brothers and England. Game over.

THE QUALIFERS

If England enjoyed getting one over on Germany, Portugal must have thrilled to see Conceicao's hat-trick. So often underestimated, the Portuguese topped the group with Romania sneaking through in second place.

In Group B Turkey's Hakan Sukur's brace against Belgium saw them progress to the next stage for the first time, while Italy continued their steady improvement to top the group. In Group D the Dutch secured home advantage for the second phase with a bustling performance from Edgar Davids in their 3-2 win over France. While he pulled the strings, Frank De Boer scored a phenomenal freekick and Kluivert and Zenden turned the night Orange. What a final it would have made.

The final match of Group C was one of the greatest European games ever. Spain had to defeat Yugoslavia to qualify for the next stage but despite having qualified the technique of the Yugoslavs was proving too much for Spain who trailed 2-1 into the final minute. Then a dubious penalty was awarded with only the BBC's Barry Davies being convinced of the foul. Mendieta duly converted it to equalise and send the Spanish crashing forward as the seemingly never ending injury time rolled on. An amazing five minutes elapsed before the white booted Alfonso pivoted and sent Spain through into the last eight.

THE QUARTER FINALS

Portugal were the first to make it through with two more goals from Nuno Gomes, putting out Turkey and themselves into a match against the World Champions. Italy made light work of Romania with goals from the impressive Totti and the perennial linesman-botherer Inzaghi. Georghe Hagi also impressed but only with a pathetic dive that saw him sent off and a fullstop placed firmly at the end of his international career.



Back in Rotterdam, Holland put on the show of the round with a 6-1 demolition of a dispirited Yugoslavia. Patrick Kluivert scoring a hat-trick and combining stunningly with the rest of his team. Some said that Yugoslavia looked dispirited but just for a day the ghosts of Cryuff, Neeskens and Krol were forgotten. Once again the Spanish were involved in a late drama, this time against France. In a game ruled by the imperious Zidane, France always dominated but it took an 89th minute penalty miss by Raul to ensure France's progression.

THE SEMI FINALS

ZU ZU VERSES FIGO

FRANCE 2 PORTUGAL 1

France versus Portugal was always going to be billed as Zidane versus Figo and after 117 minutes it was the Juventus man who proved the stronger. A late penalty award saw Zu Zu calmly execute a flawless spot kick to re-affirm his unofficial title as the best player in the world. As the French celebrated, Portugal surrounded the ref bemoaning the decision. Foolishly a number of the Portuguese team took their protests too far and later found themselves the victim of some of the strongest bans ever.



ZENDEN PACKING ITALY 0 NETHERLANDS 0

Rarely before has a game been lost on penalties inside the 90 minutes but this was a rare match. Once the Italian winger Zambrotta made an early departure for two offences, the Azzuri recoiled further into their defensive web. Even with this numerical advantage Holland huffed and puffed toothlessly, demonstrated just why Ruud van Nistleroy is so highly rated. Ronald de Boer was first to miss from the spot, later joined by Patrick Kluivert who struck his penalty off the inside of the post. While Italy held out resolutely, Holland passed aimlessly. After another three missed Dutch penalties, it was all over and so was Rijkaard's tenure as national coach. A triumph of catenaccio over total football.

AZZURI MISERY FRANCE 2 ITALY 1

David Trezeguet had hardly made an impact on Euro 2000, until the 102 minute of the final. After an anonymous performance against Portugal he replaced Djorkaeff and made France the European Champions again on home soil. Until the Arsenal-bound man scored, it had been a clash of French attacking fluidity versus Italian resilience. Zoff's team showed the same resistance as they had against the Dutch but this time the Roma pairing of Totti and Delvecchio were free to attack, leading to the later scoring eight minutes into the second half. There was even time for the extravagantly paid Del Piero to miss a pair of sitters before Wiltord made his claim for the Legion D'Honneur with a 90th minute goal. With the game in extra time, even the ruthless Italian trio of Nesta, Cannavaro and Iuliano tired, allowing Pires break their shackles and cross for an emphatic finish from Trezeguet. France deservedly added the European Championship to their World Crown, and the substitute suddenly remembered the contract he'd signed days before the start of the tournament...with Juventus. In Italy. A good two years for France then.



Euro 2000

THE GROUPS

GROUP A	P	W	D	L	GF	GA	GD	PTS
1 Portugal	3	3	0	0	7	2	5	9
2 Romania	3	1	1	1	4	4	0	4
3 England	3	1	0	2	5	6	-1	3
4 Germany	3	0	1	2	1	5	-4	1

GROUP B	P	W	D	L	GF	GA	GD	PTS
1 Italy	3	3	0	0	6	2	4	9
2 Turkey	3	1	1	1	3	2	1	4
3 Belgium	3	1	0	2	2	5	-3	3
4 Sweden	3	0	1	2	2	4	-2	1

GROUP C	P	W	D	L	GF	GA	GD	PTS
1 Spain	3	2	0	1	6	5	1	6
2 Yugoslavia	3	1	1	1	7	7	0	4
3 Norway	3	1	1	1	1	1	0	4
4 Slovenia	3	0	2	1	4	5	-1	2

GROUP D	P	W	D	L	GF	GA	GD	PTS
1 Netherlands	3	3	0	0	7	2	5	9
2 France	3	2	0	1	7	4	3	6
3 Czech Republic	3	1	0	2	3	3	0	3
4 Denmark	3	0	0	3	0	8	-8	0

THE RESULTS

GROUP A

Romania 1 – 1 Germany
 England 2 – 3 Portugal
 Portugal 1 – 0 Romania
 Germany 0 – 1 England
 Romania 3 – 2 England
 Germany 0 – 3 Portugal

GROUP B

Italy 2 – 1 Turkey
 Turkey 0 – 0 Sweden
 Sweden 1 – 2 Italy

GROUP C

Norway 1 – 0 Spain
 Slovenia 3 – 3 Yugoslavia
 Spain 2 – 1 Slovenia
 Yugoslavia 1 – 0 Norway
 Spain 4 – 3 Yugoslavia
 Norway 0 – 0 Slovenia

GROUP D

Denmark 0 – 3 France
 Czech Rep. 0 – 1 Holland
 France 2 – 1 Czech Rep.
 Holland 3 – 0 Denmark
 Holland 1 – 2 France
 Czech Rep. 2 – 0 Denmark

QUARTER FINALS

Portugal 2 – 0 Turkey

Romania 0 – 2 Italy

Netherlands 6 – 1 Yugoslavia

Spain 1 – 2 France

SEMI FINALS

France 2 – 1 Portugal

Italy 0 – 0 Netherlands

FINAL

France 2 – 1 Italy

ON THE CD

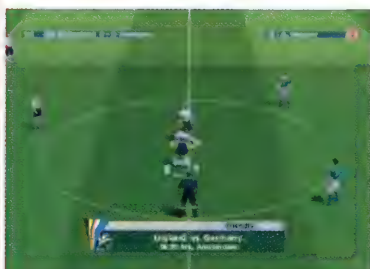
Some could say that England and Germany have a bit of history. Two world wars and one World Cup would be enough for most nations but there is so much more. There was that semi-final when Paul Parker deflected a free-kick up and over the despairing Peter Shilton. Chris Waddle and Stuart Pearce won't need to be reminded of what happened next either. Then there was Euro '96 when it was Southgate's turn to embarrass himself from 12 yards. Add into that mix: a Russian linesman, Franz Beckenbauer's crazy World Cup dream, that terrible foul on Pele in Escape to Victory and you have more spice than a flaming

petrol madras. Your task in this demo is to see off the Germans within just 45 minutes. You have just one half to vanquish your foes. That is just one half of pure England versus Germany, Bratwurst versus Fish 'n' Chips, Battenburg versus Bath bun action. But there is a catch, you are not alone. Two players are required to play in tandem. Weave complex passing patterns in midfield, pass your way into the penalty area and then blame each other when you both fail to score. But if you are lacking on the pals front you can always go to the menu and switch to one player, or, gulp, swap sides. Turncoat.



START TO FINISH

Forget Scotland, Wales and Eire, this is the biggest game of any Englishman's season. Facing the mighty Deutschland in Amsterdam with a place in the next round at stake. Will Alan Shearer head home the winner this time, and will Carsten Janker really miss that sitter again?



With the crowd baying for play to start both teams are finally ready from the off



David Beckham wheels away after putting England one up with a perfect spot kick



An early England attack is interrupted by a terrible Matthaus foul in the penalty area



Just like the real thing! A Neville tackle followed by a last-minute penalty

SEE OFF THE GERMANS
WITHIN JUST 45 MINUTES.
YOU HAVE JUST ONE HALF
TO VANQUISH YOUR FOES.
THAT IS JUST ONE HALF OF
PURE ENGLAND VERSUS
GERMANY, BRATWURST
VERSUS FISH 'N' CHIPS,
BATTENBURG VERSUS BATH
BUN ACTION

READER CHALLENGE

SCORE FIVE BEFORE HALF TIME

This isn't going to be easy. Until Euro 2000, England hadn't beaten Germany for 34 years, now your task is to put five past them in just 45 minutes. It doesn't matter how you get them, or who scores. Just get out there and show those sausage suckers/our European cousins who invented this game...

controls

- ←↓→↑ Move player/aim shots
- Tap (A) Sprint
- ⊙ Shoot/conservative tackle
- ⊗ Pass/switch players
- ⊕ Lob/aggressive tackle
- Ⓜ Through pass
- Ⓜ Hard tackle/ Heading
- ⊙ (hold) Header on goal
- ⊙ (hold) Header to player's chest
- ⊗ (hold) Header to player's feet

Volleying

- ⊙ (x2) Volley or bicycle kick
- ⊙ (x2) Volley to player's chest
- ⊗ (x2) Volley to player's feet

Skill moves

- Ⓜ Tap to hurdle, press to shimmy
- Ⓜ Tap to spin 360°, press to flick

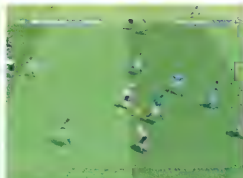
JOHANN DOES TRICKS

What would international football be without those touches of genius, those moments of brilliance. Who could forget the first time they saw the Cruyff turn, the Blanco hop, or the Neville stumble? Well the cast of *Euro 2000* can perform any sort of move you desire. Pressing Ⓜ will shield the ball, jamming your striker's body between it and

the defender. Ⓜ will let you hurdle a defenders challenge when you tap it. Ideal for breaching that last line of defence. Once you are through on goal Ⓜ will make your forward shimmy, ideal for sidestepping an on rushing goalkeeper.

For those who just like plain showing off is the button for you.

Tapping it once will spin you through 360°, taking the ball with you around a defender. But if that isn't flashy enough hold down Ⓜ and the player flick the ball up and over his head ready to drill it into the top corner of the net.



A bit of Humpty Dumpty in the midfield area here



Surely a goal! Oh, it's Ince on the ball... oh well



A quick shimmy from Owen and he'll have skinned the German ready to slot it home into the back of the net. A simple goal but one we could watch over and over again

WWF SMACK DOWN!



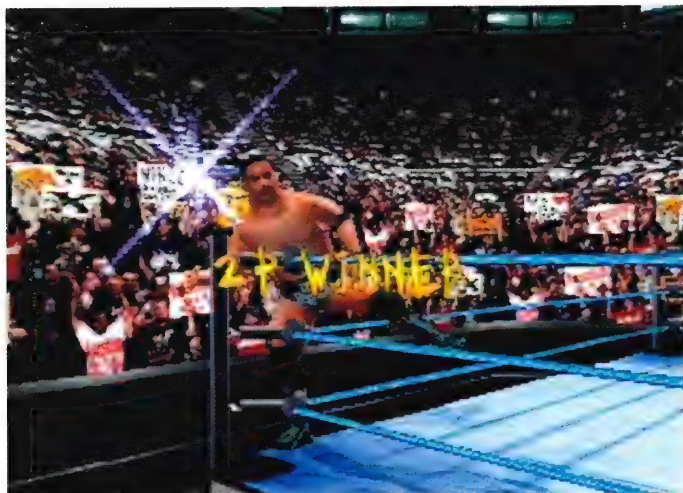
FACTFILE

■ PUBLISHER	THQ
■ DEVELOPER	In-house
■ RELEASE DATE	Out Now
■ AGE RESTRICTION	11 and over
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to four

WWE SMACK DOWN!

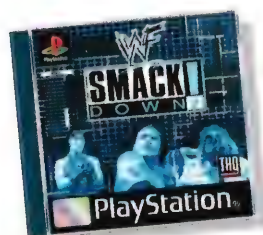
THE SWEATY MEN REACH THEIR PRIME IN THIS, THE BEST WRESTLER AVAILABLE ON PLAYSTATION. TURN THE PAGE FOR A REVIEW, BACKGROUND INFORMATION AND SOME DETAILED GAMEPLAY TIPS...

REVIEW



PUT HIM DOWN, YOU DON'T KNOW WHERE HE'S BEEN...

Any old wrestling game will let you create a funny-looking wrestler but *Smack Down!* enables you to hone your stooge's abilities to the nth degree



WWF Smack Down!

“Smack Down is full of satisfying, counter-attacking violence”



William Harvey published a treatise on how blood circulates around the body in 1628. If only he'd waited 372 years he could have described how fluid movement is just as important in videogames. Choke the flow of signals from joystick to games character and you get... Very. Poor. Gameplay. *ECW Hardcore Wrestling* (reviewed on p130) is a tragic case in point, exhibiting moves that leave you feeling like you're playing scissors, paper, stone. Happily, *WWF Smack Down*



is far healthier. In fact, it's positively pumping with life.

It is one of life's pleasures to catch a man as he's falling towards the canvas, only to twist him into the kind of position even the *Karma Sutra* doesn't warn you about. The fact that you can interrupt your opponent's moves to block a slap or retaliate with a palm strike, is a big plus. *Smack Down* is full of such satisfying counter-attacking violence.

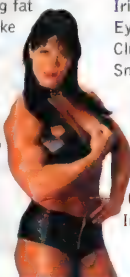
Wrestling games may look flash, but they remain primitive in

TOP SECRET

Here we present the move list, or, how to make your chosen gangling fat lad prance around the ring like a true professional.

CHYNA ATTACK

- Austin Punches - (X)
- Double Axe Handle - (↑) + (X)
- Clothesline - (↓) + (X)
- Chop - (←) + (X)
- Toe Kick - (→) + (X)



GRAPPLING

- Irish Whip - (O)
- Eye Rake - (↑) + (O)
- Club To Neck - (↓) + (O)
- Snapmare - (←) or (→) + (O)
- STATUS: BEHIND
- Whip To Ropes - (O)
- Low Blow - (↑) + (O)
- Turn Facing Front - (←) or (→) + (O)

OPPONENT STUNNED

- Irish Whip - (O)

IF YOU LIKE YOUR MEN LARGE, SWEATY AND WEARING LYCRA YOU'VE COME TO THE RIGHT PLACE

- Stomach Crusher - (↑) + (O)
- Piledriver - (↓) + (O)
- Arm Wrench - (←) + (O)
- Rib Breaker - (→) + (O)

OPPONENT DOWN

- Angry Stomp - (X) or (←) or (→) + (X)
- Elbow Drop - (↑) Or (↓) + (X)
- STATUS: NEAR HEAD
- Pick Opponent - (↑) - (O)
- Camel Clutch - (↑) + (O)
- Mount Punches - (←) or (→) + (O)
- STATUS: NEAR FEET
- Pick Opponent - (↑) - (O)

- Knee Stomp - (↑) + (O)
- Kick To Groin - (←) or (→) + (O)

RUNNING

- Shoulder Block - (X)
- Thump - Direction + (X)
- STATUS: IN FRONT
- Spear - (O)
- STATUS: IN BACK
- School Boy - (O)

RUNNING OPPONENT

- Irish Whip - (O)
- Powerslam - Direction + (O)

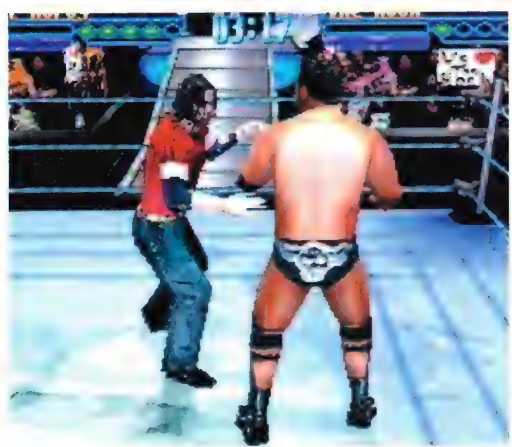
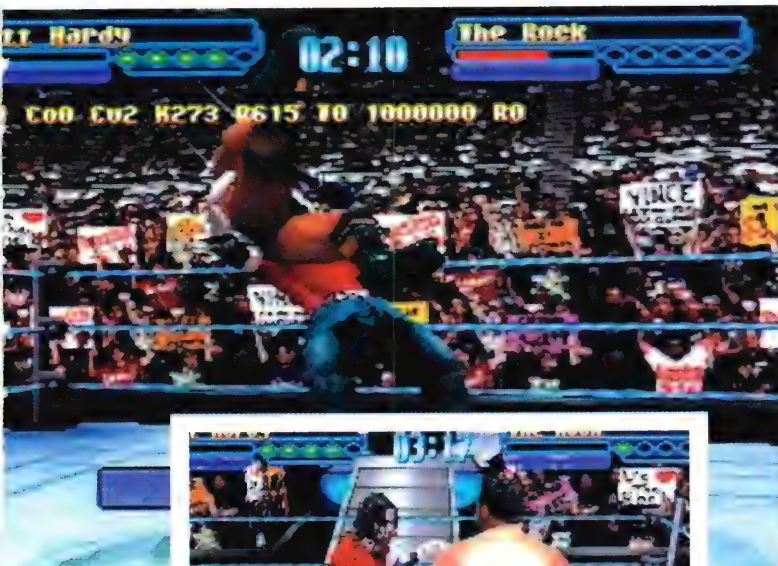
OPPONENT IN CORNER

- STATUS: FACING
- Irish Whip - (O)
- Choke - (↑) Or (↓) + (O)
- Shoulder Thrusts - (←) Or (→) + (O)
- STATUS: BEHIND
- Irish Whip - (O)
- Low Blow - Direction + (O)

TURNBUCKLE

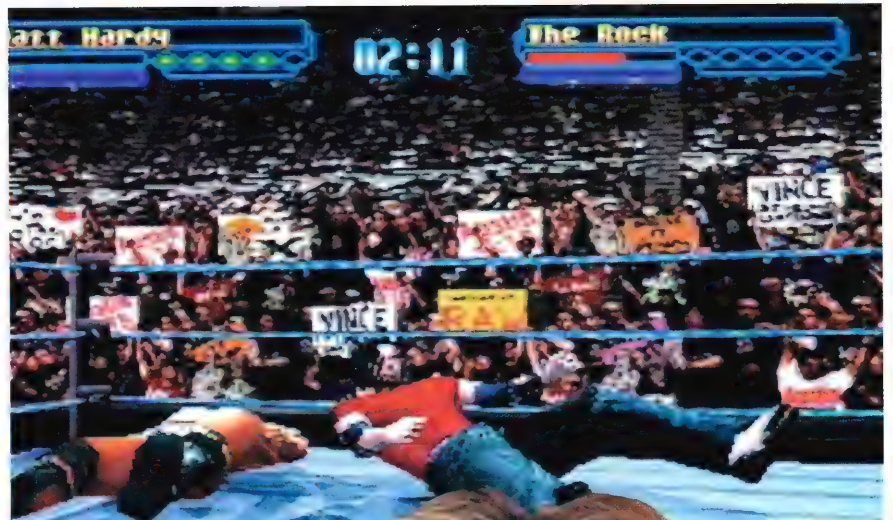
- STATUS: OPPONENT STANDING
- Double Axe Handle - (X)
- Double Axe Handle - Direction + (X)

WWF Smack Down!



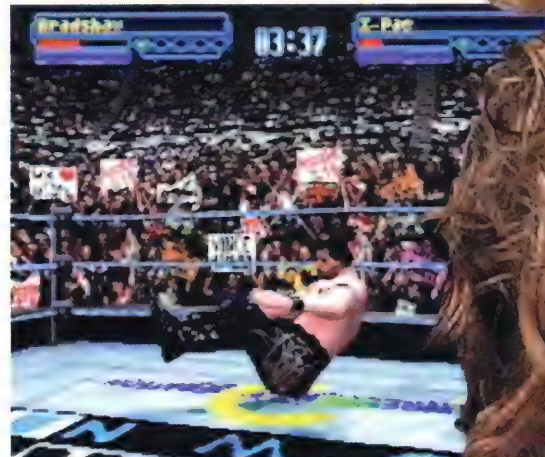
Ultraviolence

Part of *Smack Down's* appeal is its realistic approach to fisticuffs. As it's combatants hit seven shades of shindia out of each other, faces bleed, costumes tear, bones crunch and wrestlers actually break into a sweat. Marvellous stuff



comparison to *Tekken* or *Street Fighter*. While *Smack Down* doesn't reach the giddy heights of an II-hit combo, it does take a manly step towards being a game of skill, rather than a who-can-tap-the-groin-kick-button-the-fastest blunder. Apart from a tendency to face the wrong way in Tag Team Mode, the wrestlers are a joy to control and deliver all manner of blows, throws and holds with well-animated aggression.

However, *Smack Down's* real appeal lies in its Create A Superstar Mode. ▶



STATUS: OPPONENT LAYING
Elbow Drop - ⊗

FINISHER

The Pedigree - ⊕
STATUS: OPPONENT STANDING, FACING, STUNNED

TRADEMARK

Low Blow - ↓ + ⊙
STATUS: BEHIND

BIG SHOW ATTACK

Chop - ⊗
Big Boot - ← + ⊙
Body Punch - → + ⊗
Double Axe Handle - ↑ + ⊗



Standing Clothesline - ↓ + ⊗

GRAPPLE

Whip To Ropes - ⊙
Hard Scoop Slam - ← + ⊙
Bearhug - → + ⊙
Pendulum Back Breaker - ↑ + ⊙

Choke Toss - ↓ + ⊙

STATUS: BEHIND

Whip To Ropes - ⊙

Full Nelson

Slam - ← + ⊙

Turn Facing

Front - → + ⊙

Sleeper Hold - ↑

Atomic Drop - ↓ + ⊙

Atomic Drop - ↓ + ⊙

OPPONENT STUNNED

Whip To Ropes - ⊙
Strong Headbutt - ← + ⊙
Side Buster - → + ⊙
Body Press Drop - ↑ + ⊙
Jackknife Powerbomb - ↓ + ⊙

OPPONENT DOWN

Angry Stomp - ← or → + ⊗
Elbow Drop - ↑ or ↑ + ⊗
STATUS: NEAR HEAD
Lift Opponent To Feet - ⊙
Mounted Punches - ← + ⊙
Darkness Choke - → + ⊙
Camel Clutch - ↑ + ⊙
Pin - Down + ⊙

STATUS: NEAR FEET

Lift Opponent To Feet - ⊙
Knee Stomp - ← + ⊙
Kick To Leg - → + ⊙
Boston Crab - ↑ + ⊙
Leg Hook Pin - ↓ + ⊙

RUNNING

Shoulder Block - ⊗
Drop Kick - ⊗ + Direction
STATUS: IN FRONT
Neck Breaker - ⊙
STATUS: BEHIND
School Boy Rollup Pin - ⊙

RUNNING OPPONENTS

Monkey Toss - ⊙
Shoulder Block Toss - ⊙ + Direction

OPPONENT IN CORNER

Whip To Opposite Corner - ⊙
Choke - ← or → + ⊙
Mudhole Stomping - ↑ or ↓ + ⊙
STATUS: BEHIND
Whip To Opposite Corner - ⊙
Super Back Drop - Any Direction + ⊙

TURNBUCKLE

OPPONENT STANDING
Double Axe Handle - ⊗
Front Dropkick - ⊗ + Direction
STATUS: OPPONENT DOWN
Elbow Drop - ⊗

FINISHER

The Showstopper - ⊕
STATUS: OPPONENT STANDING, FACING, STUNNED

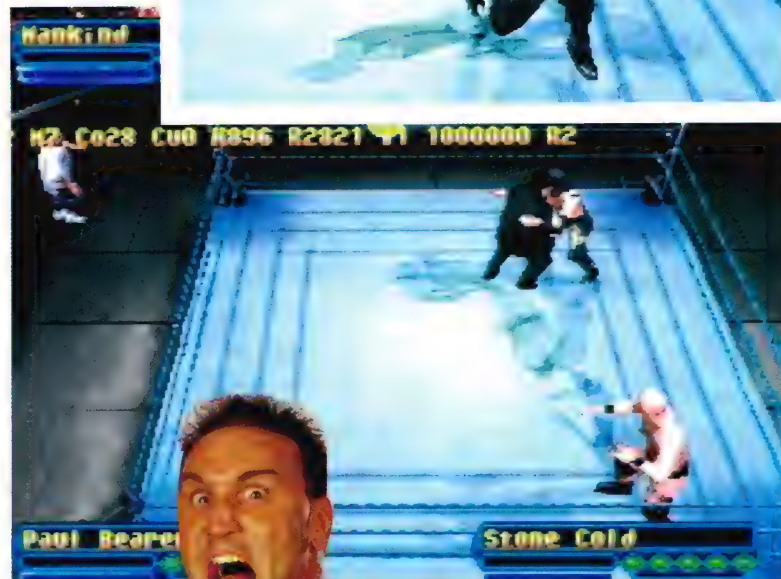
REVIEW



Eat canvas fool!

Once you've beaten the opposition to a pulp it's time to finish them off. Pin them down for the count or go for a finishing move.

Suits you
sir. The idea of Lycra-clad grown men prancing around a ring may sound a little comical, but actually it's anything but



► Many wrestling games enable you to make your own poseur-in-pants, but *SmackDown!* is the first to take the career of your protege seriously. It's up to you to apportion ability points, as well as the obligatory dodgy wardrobe. From the moment you start the pre-season bouts, winning really counts as you'll gain more

ability points and draw a bigger crowd which'll enable you to spend even more on pumping up your man. As it were.

If the wrestler models look lo-res at times, the great animation, story and overall depth ensure that *Smack Down* gets the better of *WWF Attitude*. Just. ■



IF YOU LIKE THIS THEN LOOK AT...

WWF ATTITUDE (PSX49 8/10)
One of the best grappling sims out there

OFFICIAL UK PlayStation Magazine VERDICT

■ GRAPHICS

Good detail, if prone to raggedness. Firm **7**

■ GAMEPLAY

Fluid moves and clever combos impress **8**

■ LIFESPAN

Take your wrestler to the top of the WWF tree **9**

■ OVERALL

Definitely rates as the thinking man's clinch 'em up. Other wrestling games may waste in with gore and flashier bits and bobs but *WWF Smack Down* is a solid, no-nonsense slap and grapple

8

OUT OF 10

TOP SECRET

► TRADEMARK

Body Press Drop - ↑ + ⊙
STATUS: OPPONENT STANDING, FACING, STUNNED
Dropkick - ← + ⊙
STATUS: RUNNING
Jackknife Powerbomb - ↓ + ⊙
STATUS: OPPONENT STUNNED

CHRISTIAN ATTACK

Austin Punches - ⊙



Toe Kick - ← + ⊙
Chop - → + ⊙
Drop Kick - ↑ + ⊙
Standing Clothesline - ↓ + ⊙

GRAPPLE

Whip To Ropes - ⊙
Scoop Slam - ← + ⊙
Side Buster - → + ⊙
Suplex - ↑ + ⊙
Arm Wrench - ↓ + ⊙
STATUS: BEHIND
Whip To Ropes - ⊙
Diving Reverse DDT - ← + ⊙
German Suplex Pin - → + ⊙
Sleeper Hold - ↑ + ⊙
Reverse Pin - ↓ + ⊙

OPPONENT STUNNED

Whip To Ropes - ⊙
Kick To Leg - → + ⊙
DDT - ← + ⊙
Sambo Suplex - → + ⊙
Northern Lights Suplex - ↑ + ⊙
Stomach Crusher - ↓ + ⊙

OPPONENT DOWN

Angry Stomp - ← or → + ⊙
Leg Drop - ↑ or ↓ + ⊙
STATUS: NEAR HEAD
Lift Opponent To Feet - ⊙
Reverse Chin Lock - ← + ⊙
Mounted Punches - → + ⊙
Knee Smash - ↑ + ⊙
Pin - ↓ + ⊙
STATUS: NEAR FEET
Lift Opponent To Feet - ⊙

Knee Stomp - ← + ⊙
Kick To Leg - → + ⊙
Overhead Toss - ↑ + ⊙
Leg Hook Pin - ↓ + ⊙

RUNNING

Back Elbow Attack - ⊙
Clothesline - ⊙ + Direction
STATUS: FACING
Neck Breaker - ⊙
STATUS: BEHIND
School Boy Rollup Pin - ⊙

OPPONENT RUNNING

Monkey Toss - ⊙
Shoulder Back Toss - ⊙ + Direction
OPPONENT IN CORNER
Whip To Opposite Corner - ⊙

Mudhole Stomping - ← or → + ⊙
Foot Choke - ↑ or ↓ + ⊙
STATUS: BEHIND
Whip To Opposite Corner - ⊙
Super Back Drop - ⊙ + Direction

TURNBUCKLE

Double Axe Handle - ⊙
Front Drop Kick - ⊙ + Direction
STATUS: OPPONENT DOWN
Elbow Drop - ⊙
Knee Drop - ⊙ + Direction

FINISHING MOVE

Impaler - ⊙
STATUS: OPPONENT STANDING, REAR FACING, STUNNED

SMACK DOWN EVENTS

SINGLE MATCH

It does exactly what it says on the menu. Win this single fight by using any of the three main techniques: pin, submission, or knockdown. The only surprise is that players can opt for a manager to patrol the edge of the ring. Bear in mind though, while it might seem fun to run around walloping their manager, beating him isn't going to win you the fight.

TAG TEAM

Normal rules still apply with tag team matches but now there are two (instead of one) wrestlers to beat. Try to pick on the weaker fighter and tag your partner to save energy when the stronger of the pair is in play. You can tag your team mate by pressing R2 to point yourself in their direction, then pressing R1.

HANDICAP MATCH


By its nature, handicap matches *should* always go the way of the character who has been given the advantage, but often they don't. If you're the favoured fighter just keep plugging away, and if you're not, try to use your finishing move as often as possible.

BATTLE ROYAL

With four in the ring at once, these rounds can be draining for all involved. All three of the other wrestlers must be removed to achieve a victory, but the good news is that they aren't replaced by other fresh fighters. To win one of the most drawn out of all the battles, remember to focus on just one fighter at a time and keep the others at a distance with the occasional flurry of punches.

ROYAL RUMBLE

The ways to win these fights are limited. There are no knockouts, falls or submissions. Opponents have to be thrown over the ropes, then, ten seconds after their departure a replacement arrives, fresh and ready to do

battle. The winner of the match is the last man standing, and since your character is always one of the first four to wrestle, it is unlikely to be you. We recommend that, once you have been eliminated, hit  and you can return with another character as your replacement.

SURVIVOR





Survivor matches continue until one of the four wrestlers is pinned, knocked out or forced into submission, and since there are three other fighters it is important to keep an eye on how each one is progressing. As before, pick on the weaker opponent, but if one of the other wrestlers is spending a long time on the canvas, take your chance and try to pin them before anyone else does.

KING OF THE RING

Nothing too complex here. This is just a knockout tournament in which two fighters enter the ring and fight until one player is defeated in one of the traditional ways. The winner of each round goes on to face the victor of the next pairing until reaching the final and claiming his title.

CAGE MATCH


Taking place behind bars, these matches offer a uniquely difficult objective: to be the first to scale the walls and escape from the ring. Any other method of victory won't work. To climb the walls you must

smack your opponent around enough so that they start to spend enough time down for you to make your escape. When you're facing the wall, press  to start to climb and hit the D-pad to ascend more rapidly. To stop an opponent escaping, hit the cage with  + direction to shake them down from the walls. There is even a secret move for those who are already half way up the wall.  +  performs an elbow drop on to your opponent below.

HARDCORE MATCH



No rules, no knockouts, all the weapons, this truly is a hardcore event. The only way to win this fight is with that all-important count. The fall doesn't have to be scored inside the ring, and with the ring-outs disabled you can wander backstage. To do this you should throw your opponent up the ramp and behind the curtains to reach such glamorous locations as the boiler room, or even outside in the car park. While the weapons add much excitement to the match they can distract you from your overall goal of pinning the wrestler to the floor. Be warned: spend too long chasing around after a mop or nightstick and you will leave yourself vulnerable to attack.

SPECIAL GUEST REFEREE










A chance for you to become a jobsworth and trade in your spandex for the black and white stripes of the referee. With two other combatants involved in fisticuffs, you can still dish out the punishment and maintain an air of impartiality. Your main role here is to ensure the rules are enforced - this is performed using  to count out fighters and give ring-outs. This offers the perfect opportunity to show favouritism to your new friends when in Career Mode.










TRADEMARK



Northern Lights Suplex -  + 
STATUS: OPPONENT STANDING, FACING, STUNNED


THE GODFATHER ATTACK

Austin Punches - 
Chop -  + 
Overhand Punch -  + 
Standing Clothesline -  + 
Shuffle Side Kick -  + 










GRAPPLE

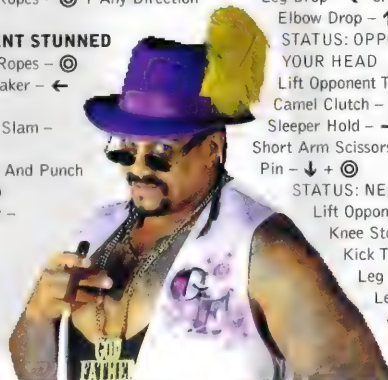
Whip To Ropes - 
Hard Scoop Slam -  + 
Suplex -  + 
Club To Neck -  + 

Manhattan Drop -  + 


























STATUS: BEHIND
Whip To Ropes -  + Any Direction

OPPONENT STUNNED





Whip To Ropes - 
Back Breaker -  + 
Fallaway Slam -  + 
Headlock And Punch -  + 
Piledriver -  + 





OPPONENT DOWN

Angry Stomp - 
Leg Drop -  or  + 
Elbow Drop -  or  + 
STATUS: OPPONENT NEAR YOUR HEAD
Lift Opponent To Feet - 
Camel Clutch -  + 
Sleeper Hold -  + 
Short Arm Scissors -  + 
Pin -  + 
STATUS: NEAR FEET
Lift Opponent To Feet - 
Knee Stomp -  + 
Kick To Leg -  + 
Leg Lock -  + 
Leg Hook Pin -  + 









RUNNING


Diving Shoulder - 
Ho Train -  + Direction
STATUS: IN FRONT
Neck Breaker - 
STATUS: BEHIND
School Boy Rollup Pin - 

OPPONENT RUNNING




Monkey Toss - 
Samoan Drop -  + Direction

OPPONENT IN CORNER


Whip To Opposite Corner - 
Shoulder Thrusts -  or  + 
10 Punch -  or  + 
STATUS: BEHIND
Whip To Opposite Corner - 

Super Back Drop -
Any Direction + 


TURNBUCKLE

Double Axe Handle - 
Shoulder Block -  + Any Direction
STATUS: OPPONENT DOWN
Elbow Drop - 

FINISHING MOVE

The Pimp Drop - 
STATUS: OPPONENT STANDING, FACING, STUNNED

TRADEMARK

The Ho Train -  + Direction
STATUS: OPPONENT IN CORNER, FACING

THE WRESTLERS

GONNERS

From its once humble origins the WWF phenomena has turned supernova in recent years, becoming one of the most explosive sporting spectacles in the world. Could Bruno Sammartino – otherwise known as Buddy Rogers, the fighter who was hospitalised during the first WWF (or WWWF as it was then known) title fight at Madison Square Gardens on May 17, 1963 – have ever imagined just how massive this new sweaty movement would become?

Nowadays the WWF's larger-than-life characters have literally become some of the biggest sporting celebrities on the planet. Wrestlers such as The Rock, The Undertaker, Mr Ass, Chyna, Prince Albert, The Hardy Boyz and Ken Shamrock... all would have only received recognition from ardent fans a few years ago, have now shot to stardom and become familiar household names. Spectacular signature moves, over-the-top

personalities and in-house feuding have all become part and parcel of the wrestling experience. But let's ignore that razzmatazz for a minute or two and take time out to remember those poor unfortunate souls who, perhaps in a kinder world, could be said to be just a little ahead of their time. Let us forget.

MANTAU

This chubby 400-pound fellow who boasted shocking dental hygiene was dubbed 'half man, half beast' by promoters. His ridiculous brown costume owed more to the back end of a pantomime horse than the monster from Greek myth. Unsurprisingly Mantau's WWF career was less than prosperous, bombing shortly after he burst on to the wrestling scene.

TL HOPPER

Perhaps this wrestling plumber decided to take his inspiration from certain videogame characters, but as far as the

IT'S BACK TO THE DRAWING BOARD FOR THESE GUYS IN THE WORLD WRESTLING FEDERATION'S HALL OF SHAME

WWF is concerned he really needn't have bothered. This scraggy slob may have hoped to inject a modicum of comic relief into the proceedings, unfortunately his brand of toilet humour was way off the mark. No one batted an eyelid when his wrestling career went straight down the pan.

THE SULTAN

After months of over-blown hype the Sultan finally burst out on to the wrestling scene. Hoping to wow audiences with his enigmatic eastern mystery, the Sultan hid himself behind a mask and hooded robe. This dodgy disguise soon fell by the wayside, the wrestler behind the mask re-emerging as the far more successful Rikishi Fatu.

ISAAC YANKEM, DDS

Before finding success as Kane, a young and foolish Glen Jacobs made the misguided decision to enter the ring dressed as a comedy wrestling dentist. As if the very idea (and the shocking

pun in his name) were not bad enough, Issac Yankem decided to insult audiences further with his horrible teeth, dodgy costume and shaky wrestling.

RED ROOSTER

Terry Taylor's decision to dress himself in the ridiculous garb of The Red Rooster is one from which his career has never quite recovered. Just what he was thinking when he decided to dye his hair red and stick it up like a lop sided cock's comb we'll never know; but what we can be sure of is that this character was one hell of a stuffed turkey.

FRIAR FERGUSON

Possibly one of the most short-lived wrestling characters in the history of the sport, Friar Ferguson made just one Raw appearance before hanging up his cowl. We thank the Lord he did.

CREATE A SUPERSTAR

What could be more exciting than creating your own combatant? Sire an image of yourself built from the bodies of other wrestlers and follow him/her through a career to victory...

PROFILE

Choosing all the profiles of your character is simple enough, all you really need to do is choose a name, a nickname, a favourite star and select a introductory movie. Most of these things are purely cosmetic, but making careful selections will actually help you in the run in.

APPEARANCE

In *Smack Down* all the new wrestlers are created from the bodies of the old, so most of the parts will be familiar, save for a

few extra bits thrown in. If you want to try something completely new, then you can always adjust the height and weight options to really distort your wrestler's appearance. But beauty is only skin deep in WWF, it's the skills you choose that make your character any good in the ring.

FIGHTING STYLE

Hiding under the Personality menu is the all-important fighting style option. Along with the Character option this dictates the moves that are available, and will become available to you. Which style you choose stems from the characters that most suit you. More aggressive, mobile players should select Speedy or Technical abilities – moves to compliment their style. Those who prefer a stand-up slug-fest might find that Roughneck or Powerful fighters can stand up to more abuse. When selecting from the Character and Logic menus also try to choose skills that complement previous choices. Some

abilities might seem less useful than others, and that's probably because they are. A man being good in the Women's Title matches is, of course, pretty pointless, and such powers as Good Speaker or Good Looking will only help you out in those out-of-ring antics.

PRE-SEASON

After your star has been moulded to your satisfaction, they must then complete the pre-season regime before embarking on the complete season. This exercise will pitch your wrestler into a variety of events where they can gain further development points in order to continue improving themselves before becoming a fully-fledged television personality.

Upon the arrival of the pre-season fights, Vince McMahon will appear and reward you with the Wealth skill. Subsequent bonuses are then unlocked each time you complete further pre-season fights. It's an entertaining introduction to full-on wrestling.



IF YOU LIKE YOUR MEN LARGE, SWEATY AND CLAD IN LYCRA YOU'VE COME TO THE RIGHT PLACE. TRY FOUR OF THE BIGGEST BLOKES IN OUR EXCLUSIVE DEMO.

CHALLENGE

Once the WWF Smackdown demo has booted up, take your pick from a one on one battle royale against a chum, test your metal against the cold logical mind of the computer or sit back, relax and watch two drone warriors battling it out for your sadistic pleasure.

Our demo lets you choose between four of WWF's most infamous spandex clad colossus - 'Stone Cold' Steve Austin, The Undertaker, Triple H or The Rock. Below the character selection screen you'll see a series of green indicators, they let you know just how many special moves each chubbie chappie has at the start of each match. Once you've set up your battle prepare yourself and get 'Ready to Rumble!'

Don't bother trying to pin your opponent straight away as he'll easily break

out of your holds, instead sap his strength by slapping around a little first. Beat your enemy to the floor and administer a punishing series of stamps, while you're about it you may as well chuck in a few knee drops just for good measure.

Once you've got your opponent stumbling around the ring like a drunken city centre brawler on a Saturday night, it's time to use your manly physique to pin him down for the duration of the count. However, if you're feeling extra flash why not go for a finishing move (see list below).

Challenge - Pin down a computer wrestler within 3'35 minutes.



MOVE LIST

'STONE COLD' STEVE AUSTIN ATTACK

Austin Punches ⊗
Snap Jab- ⊗
Toe Kick- ⊗
Overhand Punch- ↑ + ⊗
Standing Clothesline- ↓ + ⊗

GRAPPLE

Whip To Ropes- ⊗
Scoop Slam- ⊗
Suplex- → + ⊗
Eye Rake- ↑ + ⊗
Side Buster- ↓ + ⊗
STATUS: BEHIND
Whip To Ropes- ⊗
Back Drop- ⊗
Turn Facing Front- → + ⊗
Sleeper Hold- ↑ + ⊗
Bulldog- ↓ + ⊗

OPPONENT STUNNED

Whip To Ropes- ⊗
Stunner- ⊗
DDT- → + ⊗
Piledriver- ↑ + ⊗
Side Buster- ↓ + ⊗

OPPONENT DOWN

Angry Stomp- ⊗
Austin Elbow Drop- ⊗ or
→ + ⊗
Angry Stomp- ↑ or ↓ + ⊗

STATUS: NEAR HEAD

Lift Opponent To Feet- ⊗
Mounted Punches- ⊗
→ + ⊗
Mounted Punches- → + ⊗
Sleeper Hold- ↑ + ⊗
Pin- ↓ + ⊗
STATUS: NEAR FEET
Lift Opponent To Feet- ⊗
Kick To Groin- ⊗
Leg Lock- → + ⊗
Overhead Toss- ↑ + ⊗
Leg Hook Pin- ↓ + ⊗

RUNNING

Power Clothesline- ⊗
Shoulder Block- ⊗ +
Direction
Press And Knuckle- ⊗
(In Front Of Opponent)
Bulldog- ⊗ (Behind Opponent)

OPPONENT RUNNING

Monkey Toss- ⊗
Shoulder Back Toss- ⊗ +
Direction

OPPONENT IN CORNER

Whip To Opposite Corner- ⊗
Shoulder Thrusts- ⊗ or
← + ⊗
Foot Choke- ↑ or ↓ + ⊗

STATUS: BEHIND

Whip To Opposite Corner- ⊗
Super Back Drop- Any
Direction + ⊗

TURNBUCKLE

Double Axe Handle- ⊗
STATUS: OPPONENT
DOWN
Diving Elbow- ⊗

FINISHING MOVE

Stone Cold Stunner- ⊗
CONDITIONS: OPPONENT
STANDING, FACING,
STUNNED

TRADEMARK

Stunner- ⊗
STATUS: OPPONENT
STANDING, FACING,
STUNNED

THE UNDERTAKER ATTACK

Throat Thrust- ⊗
Toe Kick- ⊗
Body Punch- → + ⊗
Double Axe Handle- ↑ + ⊗
Back Elbow Smash- ↓ + ⊗

GRAPPLE

Whip To Ropes- ⊗
DDT- ⊗
Hard Scoop Slam- → + ⊗
Club To Neck- ↑ + ⊗
Shoulder Breaker- ↓ + ⊗
STATUS: BEHIND
Whip To Ropes- ⊗
Diving Reverse DDT- ⊗
Atomic Drop- → + ⊗
Sleeper Hold- ↑ + ⊗
Pumphandle Slam- ↓ + ⊗

OPPONENT STUNNED

Whip To Ropes- ⊗
DDT- ⊗
Rib Breaker- → + ⊗
Choke Slam- ↑ + ⊗
Jackknife Powerbomb- ↓ + ⊗

OPPONENT DOWN

Angry Stomp- ⊗
Knee Drop- ⊗
Knee Drop- → + ⊗
Elbow Drop- ↑ + ⊗
Leg Drop- ↓ + ⊗

STATUS: NEAR HEAD

Lift Opponent To Feet- ⊗
Darkness Choke- ⊗
Sleeper Hold- → + ⊗
Mounted Punches- ↑ + ⊗

STATUS: NEAR FEET

Lift Opponent To Feet- ⊗
Knee Stomp- ⊗
Knee Stomp- → + ⊗
Kick To Leg- ↑ + ⊗
Leg Hook Pin- ↓ + ⊗

RUNNING

Flying Lariat- ⊗
Diving Shoulder- ⊗ +
Direction
Neck Breaker- ⊗ (In Front Of Opponent)
Bulldog- ⊗ (Behind Opponent)

OPPONENT RUNNING

Monkey Toss- ⊗
Shoulder Back Toss- ⊗
+ Direction

OPPONENT IN CORNER

Whip To Opposite Corner- ⊗
Walk On The Rope- ⊗ or
→ + ⊗
Choke- ↑ or ↓ + ⊗
Whip To Opposite Corner- ⊗
Super Back Drop- Any
Direction + ⊗
Walk On Top Rope- ⊗

TURNBUCKLE

Double Axe Handle- ⊗
Flying Clothesline- ⊗ +
Direction
STATUS: OPPONENT
DOWN
Knee Drop- ⊗

FINISHER

Tombstone Piledriver- ⊗
STATUS: OPPONENT
STANDING, FACING,
STUNNED

TRADEMARK

Choke Slam- ↑ + ⊗
STATUS: OPPONENT
STANDING, FACING,
STUNNED

THE ROCK ATTACK

The Rock Punches- ⊗
Toe Kick- ⊗
Elbow Smash- → + ⊗
Double Axe Handle- ↑ + ⊗
Clothesline- ↓ + ⊗

GRAPPLE

Whip To Ropes- ⊗
Scoop Slam- ⊗
Club To Neck- → + ⊗
Eye Rake- ↑ + ⊗
DDT- ↓ + ⊗

STATUS: BEHIND

Whip To Ropes- ⊗
Back Drop- ⊗
Russian Leg Sweep- → + ⊗
Sleeper Hold- ↑ + ⊗
Atomic Drop- ↓ + ⊗

OPPONENT STUNNED

Whip To Ropes- ⊗
The Rock Bottom- ⊗
Jump Swinging DDT- → + ⊗
Suplex- ↑ + ⊗
Manhattan Drop- ↓ + ⊗

OPPONENT DOWN

Angry Stomp- ⊗
Rock Stomp- ⊗
Rock Stomp- → + ⊗
Angry Stomp- ↑ + ⊗
Angry Stomp- ↓ + ⊗
STATUS: NEAR HEAD
Lift Opponent To Feet- ⊗
Sleeper Hold- ⊗
Knee Smash- → + ⊗
Mounted Punches- ↑ + ⊗

STATUS: NEAR FEET

Lift Opponent To Feet- ⊗
Kick To Leg- ⊗
Leg Lock- → + ⊗
Overhead Toss- ↑ + ⊗
Leg Hook Pin- ↓ + ⊗

RUNNING

Clothesline- ⊗
Shoulder Block- ⊗ +
Direction
STATUS: IN FRONT
Neck Breaker- ⊗
STATUS: BEHIND
School Boy Rollup Pin- ⊗

OPPONENT RUNNING

Monkey Toss- ⊗
Samoan Drop- ⊗ +
Direction

TURNBUCKLE

Whip To Opposite Corner- ⊗
Shoulder Thrusts- ⊗ +
Foot Choke- → + ⊗
Superpleo- ↑ + ⊗
Foot Choke- ↓ + ⊗
STATUS: BEHIND
Whip To Opposite Corner- ⊗
Super Back Drop- Any
Direction + ⊗

TOP TURNBUCKLE

STATUS: OPPONENTS
STANDING
Double Axe Handle- ⊗
STATUS: OPPONENT
DOWN
Knee Drop- ⊗

FINISHER

The People's Elbow- ⊗
STATUS: OPPONENT
DOWN, NEAR HEAD

TRADEMARK

The Rock Bottom- ⊗
STATUS: OPPONENT
STANDING, FACING,
STUNNED

TRIPLE H ATTACK

Snap Jab- ⊗
Toe Kick- ⊗
Chop- → + ⊗
Elbow Smash- ↑ + ⊗
Standing Clothesline- ↓ + ⊗

GRAPPLE

Whip To Ropes- ⊗
Scoop Slam- ⊗
Arm Wrench- → + ⊗
Eye Rake- ↑ + ⊗
Knee Smash- ↓ + ⊗
STATUS: BEHIND
Whip To Ropes- ⊗
Back Drop- ⊗
Turn Facing Front- → + ⊗
Dragon Sleeper- ↑ + ⊗
Diving Reverse DDT- ↓ + ⊗

OPPONENT STUNNED

Whip To Ropes- ⊗
Jumping Arm Breaker- ⊗
Manhattan Drop- → + ⊗
Reverse Suplex- ↑ + ⊗
Rib Breaker- ↓ + ⊗

OPPONENT DOWN

Angry Stomp- ⊗ or
→ + ⊗
Double Knee Drop- ↑ or
↓ + ⊗
STATUS: NEAR HEAD
Lift Opponent To Feet- ⊗
Mounted Punches- ⊗
Knee Smash- → + ⊗
Reverse Chin Lock- ↑ + ⊗
Pin- ↓ + ⊗

STATUS: NEAR FEET

Lift Opponent To Feet- ⊗
Knee Stomp- ⊗
Kick To Leg- → + ⊗
Figure Four Leg Lock- ↑ + ⊗
Leg Hook Pin- ↓ + ⊗

RUNNING

Jumping Knee Attack- ⊗
Clothesline- ⊗ +
Direction
Neck Breaker- ⊗ (In Front Of Opponent)
School Boy Rollup Pin- ⊗
(Behind Opponent)

OPPONENT RUNNING

Monkey Toss- ⊗
Shoulder Back Toss- ⊗ +
Direction

OPPONENT IN TURNBUCKLE

Whip To Opposite Corner- ⊗
Foot Choke- ⊗ or → + ⊗
Shoulder Thrusts- ↑ + ⊗
Foot Choke- ↓ + ⊗
STATUS: BEHIND
Whip To Opposite Corner- ⊗
Super Back Drop- Any
Direction + ⊗

TURNBUCKLE

Double Axe Handle- ⊗
Flying Clothesline- ⊗ +
Direction
STATUS: OPPONENT
DOWN
Knee Drop- ⊗

FINISHER

The Pedigree- ⊗
STATUS: OPPONENT
STANDING, FACING,
STUNNED

TRADEMARK

Knee smash- ↓ + ⊗
STATUS: OPPONENT
STANDING, FACING

GRAN TURISMO 2



FACTFILE

■ PUBLISHER	Sony
■ DEVELOPER	Polyphony Digital
■ RELEASE DATE	Oct 1999
■ AGE RATING (ESRB)	None
■ PRICE	£29.99
■ LAUNCH 20 TH ANNIVERSARY	One to two

GRAND TURISMO 2

THE PERFECT SEQUEL TO THE PERFECT RACING GAME.
A WEALTH OF STATISTICS, OVER 400 CARS AND EVEN
MORE TRACKS THAN THE ORIGINAL, ALL BACKED
UP BY A STAGGERING SENSE OF REALISM...

REVIEW



Check out the...
...the...
...the...
...the...

DOES THIS MEAN THE ORIGINAL IS A GREAT GRAN?



Gran Turismo 2

It makes all other motoring-based entertainment look distinctly



You can imagine the tsunami of panic that must have swept through Polyphony Digital when Sony demanded a sequel to *Gran Turismo*. Huh? Make it better? What do they want, blood?

Unquestionably THE finest racing game ever devised, *Gran Turismo* makes all other motoring-based entertainment look distinctly old-school. It offers 300 cars that you could actually buy in real life if you were rich – and, in most cases, Japanese – enough. And then there's the

way those cars handle. When you play *Gran Turismo*, no longer is it enough simply to hold down accelerate and press ← or → occasionally. *Gran Turismo* makes you actually drive the cars, squealing through each corner on the very limit of grip and emerging on the other side with a massive grin. Combined with car tuning and customisation options, plus graphics that make simply watching a replay more exciting than playing most other games, *Gran Turismo* is perfection. Thoughts must have rushed

through Polyphony's minds of ill-fated sequels of the past. *RoboCop 2*. *Predator 2*. *King Edward II*. Evidently not ones to balk at a challenge, however, they went into a huddle and had a long, hard think. First, they decided that although having 300 cars was great, it would be even better if there were, for example, 600 cars. But what cars? What cars indeed...

Before *Gran Turismo*, the Western world's idea of Japanese motoring was a rusty Datsun Cherry. Now, however, we know better. We know all about the

TOP SECRET

WE HELP YOU CHOOSE THE BEST CAR TO RACE WITH IN EACH OF THE CITIES. READ ON TO DISCOVER HOW BEST TO BEAT ALL THOSE TRICKY TURNS...

EAST CITY

Skyline GTS-4
Everyone has to start somewhere near the bottom in *Gran Turismo 2*, and that point is always in the second-hand car yards of the East City. Since your mysterious benefactor has only granted you 10,000 credits, fiscal prudence is the order of the day, and this machine will appeal to both racer and bank manager. Complete with a fully-functional four-wheel-drive system, the Skyline promises the handling and power to ensure that you'll soon be forced to learn how to open a bottle of expensive champagne in the messiest fashion imaginable.

Suzuki Escudo Pike Peak

Sometimes one engine just isn't enough. Two engines, two turbo chargers, one vast wing and a 2,000,000 credit price tag should be enough for anyone. It might be ridiculous to look at and ridiculous to drive, but if you want to beat an Escudo on the dirt tracks, you have to own one. Even on Tarmac this pocket rocket will leave your opponents staring at the oversized wing that keeps it from attaining a low orbit. As soon as you can afford it, buy one.

WEST CITY

Alfa 155 Touring Car
All too often power comes at the expense of

control, but with this Italian masterpiece there's no excuse for leaving flecks of red paint on the barriers. A perfectly-weighted chassis, four-wheel drive and sharp brakes mean that you can just point the Alfa into corners and it'll haul itself round. No fuss, no alarms and no surprises. It might not have the raw power of a TVR 12 Speed, but then the TVR lacks its agility. Neat, agile and always under perfect control, this is a pure driving experience.

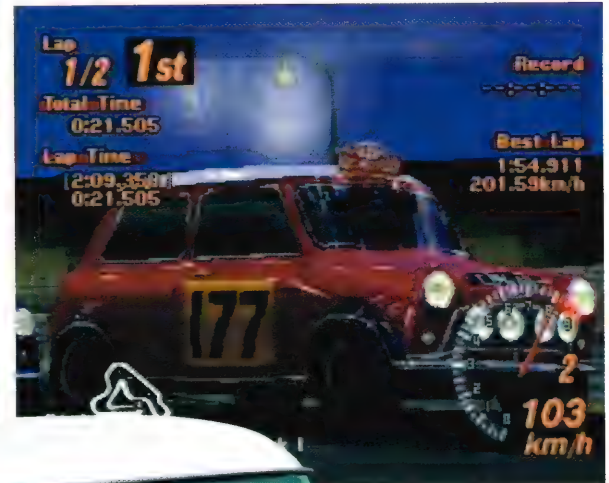
Venturi Atlantique

French and ferociously fast, these Gallic supercars may cost an arm and a leg, but they

do offer frightening acceleration. In a straight line it can outrun anything except the Suzuki Escudo, and even then it doesn't lag far behind. The mid-engine layout gives the car a well-balanced feeling, although the handling and brakes aren't quite what they could be. It's costly at 137,000 credits, but then you can shell out a little more on upgrades to build a superb racing machine.

SOUTH CITY

Dodge Viper
It might be the kind of car that people in the midst of a mid-life crisis dream about, but it's



old-school

electrifying four-wheel-drive Evo IV, the high-revving Integra Type R, the tiny Dmio, the shark-like Supra RZ and the invincible 900-brake-horsepower Skyline GT-R. It's interesting to note that, since the release of *Gran Turismo*, companies have sprung up across the UK importing obscure Japanese supercars to our shores.

So you'll be relieved to know that GT2 contains not just all the old Japanese cars from the original,



worth that wait. After the anodyne experience of the Skyline, this is a flashy beast that remembers how to have fun. The 449hp is transferred down to the road via the rear wheels only, ensuring that every corner is a test of your skill and concentration. Just tap that throttle and watch the beast spin out. At 72,000 credits all that power comes at an affordable price, well within the reach of the inexperienced racer; even if its handling puts it beyond them...

Shelby Cobra Daytona

Rarely has one car done more to offend environmental groups. Equipped with a 4.7 litre engine, created long before catalytic converters and emission controls, the Cobra is the ozone layer's worst nightmare. Its styling exudes the muscular nature of its performance. This Daytona version of the original is superb, but there's an even better version out there. A win in the second

round Muscle Car Cup will yield a soft-top variant that will out-perform even this machine. If you like a challenge, take this monster for a spin.

NORTH CITY

TVR Griffith Blackpool In the same way that *The Smiths* hid behind their prosaic name, the TVR Blackpool also hides behind its monicker. With a glorious engine roar it presents a very British alternative to the likes of the Viper. Your ability to control it may suffer at the hands of such raw power, but the chassis is nimble enough to place it above that other piece of motoring heritage, the Aston Martin Vantage. If this isn't enough for you there's even a version of the TVR 12 Speed out there waiting in the wings.

Lotus Esprit GT1

The founder of Lotus, Colin Chapman, always built ultra-lightweight cars and this Esprit continues that tradition, weighing just 900kg. With the installation of a 550hp engine, it can match anything else on the track. It might be an '80s throwback, but it handles as well as anything produced since. Precise cornering is possible thanks to the neutral chassis and balanced brakes. The suspension is a little soft, but only takes moments to remedy.

TEN TRICKY TURNS

Laguna Seca Corkscrew As a test of the driver's ability, the Laguna Seca Corkscrew has few rivals. A left/right chicane that starts on the brow of a hill and drops away as you turn is tricky enough at the best of times, but under racing conditions it verges on impossible. On the long charge up the first hill,

move to the middle of the Tarmac and try to keep a steady line. At the lip of the second crest is a number three brake marker board, this is the moment that you should light up those carbon-fibre pads. Any later on the brakes and your machine will become too unstable to control, but even if you have timed it correctly you will have to fight its desire to slide. As the speed drops, slither out to the right side of the track and start to turn in hard to clip the inside curb of the bend. Now with your nose pointing down hill, flick to full right lock and use a tap of the power to start straightening up and pull the car out and into the next turn. Easy when you know how.

Laguna Seca

After the Corkscrew, Laguna Seca might not seem to hold any further horrors for the way, but the final turn can surprise even the most experienced of racers. It might seem like a



ALL FIRED UP

You might start with the mild-mannered Nissan Skyline, but slowly and surely it all gets faster and infinitely more furious



A great all-rounder, good on the corners and a smooth drive. More fun than some of its older turbo-charged brothers.



The S15 is sportier with better handling and acceleration. The back end tends to swing out though (like this).



Step up to the Honda S2000 for a low-slung body frame, more accurate handling and a throaty exhaust growl.



Nissan's sport coupes are nicely supported by the S14 Silvia. Although it looks a bit snub-nosed, it goes like a rocket!



And a day's drive wouldn't be complete without this entry in the BMW 3 series. Sleek, powerful and gutsy.

► but loads of new ones too. The Honda S2000, for example, is a gorgeous new two-seater with an engine that'll happily rev to 9,000rpm. Or the excellent Tommy Kaira ZZ-S. There are also welcome updates to original *Gran Turismo* favourites – the latest Evo VI version of the Lancer, for example, and the stunning Skyline R34.

But in *Gran Turismo 2*, Japanese cars are just the tip of the iceberg. Polyphony's licensing team have been on a world-wide mission to sign up

international car manufacturers. They've returned with 33 signed contracts, covering car makers from across Europe and the States.

So now you can buy the new VW Beetle if you want. Or a Ford Cougar. Or an Alfa Romeo 156. Or a Lotus Esprit. Or a BMW 328i. Or a Mini Cooper. And they all handle just like the real thing, the front-wheel-drive Alfa running its nose wide if you go too fast into a bend, and the Mini Cooper cornering like a go-kart. But that's still not the best of it.

Remember the venerable old Corvette Stingray from the first game? It has sired a whole new world of classic cars in the sequel. Now you can buy an Aston Martin DB6 – as near as dammit the car Bond drove in *Goldfinger*. You can go for a spin in an old Lotus Elan. Or how about a 22bhp Fiat 500 from '975, in which you'll need to change down to second gear to get up hills? Or a 1971 Nissan Skyline, forebear of the GT-R? Or a Datsun 240Z, as driven by the Bionic Woman? Or a '69 Dodge Charger, à la

Dukes Of Hazzard? They look fantastic tearing around the tracks, sunlight glinting off their chrome bumpers, and with a bit of tinkering under the bonnet they'll compete with the best of the present-day motors on offer.

Apart, that is, from the ultra-high-performance cars you'll see sitting temptingly in manufacturers' special departments. But these have the sort of price tags that'll take you hours of committed driving to save up for. So to begin with you'll only be able to gaze ►

TOP SECRET

normal flat left hander, but since it's the final turn, races can be won by ensuring a rapid passage through it. Because coming out of the previous turn will leave you on the outside of the bend it's important to cruise over to the right of the track and prepare to brake hard. Most cars will need to start slowing at the number three brake marker, as any later may be too late for a corner that's virtually invisible on approach. Turn hard left and aim to clip in nice and tight to the apex. From there it's simply a matter of a straight run towards the finish line.

Pikes Peak Uphill

Rather than a single problematic bend, this is a whole series of tight left and right flicks that demand absolute confidence in your ability. Off-road driving is an entirely separate skill to racing

on Tarmac tracks and this course is one of the nastiest. Road positioning matters little, countersteering and the ability to control a sliding car are far more important. Approach the corner as normal and start to turn as you apply the brakes. The result is that you get a windscreen full of barrier, but the car just keeps going sideways. Start to countersteer by flicking the stick over to the opposite lock and pile on the power to pull the car back into going where its nose is pointing. Gradually return the stick to the central position and let the car leap forward ready for the next tight turn.

Midfield Raceway

The final hairpin of this high-speed circuit is about more than just the corner itself. Taking the correct line through the previous chicane is vital if this corner is to be taken as quickly as possible. On approach to this complex curve,

assume a track position slightly to the left of centre. Aim to race in as straight a line as possible, but use a touch of the brakes after the first set of curbs. This will enable you to pull over quickly to the right of the track, rather than risk collecting an undertray full of gravel. From this wide position, dip the brakes hard and let the car free-wheel around the first half of the corner before getting back on to the power for the race up the hill towards the finish line.

Apricot Hill

At first glance this double-bended apex corner might appear complicated, but it's not. As you race from the line, jostle with the other drivers to gain the outside track position, even using the red and white flagstones if you wish. At the final board give a quick dab on the brakes and start to pull in, while trying to keep a central track position as you whip around. For the

second part of the turn you should be slightly more gentle on the throttle and try and pull the car in far tighter to the apex of the bend, rather than keeping a central line. After about three quarters of the way through you can get back on the power and the car will sweep imperiously out on to the straight, on the very limits of adhesion.

Seattle City

Before embarking on a full lap of the Seattle track you might want to upgrade your brakes, as from the first corner to the last it blends fast straights with tight turns. The back section of the track will let racing cars really stretch their legs, but this slow complex has been thrown in to catch the complacent. After tearing over the freeway and down the hill, the temptation is to underestimate the first turn. A driver who is



still pushing for a top time will brake at around the 50-metre board, so that he can be accelerating as he passes the tyre wall and into the next turn. For those who don't own cars with such precise braking, it is advisable to test out your pads slightly earlier and run deeper into the turn before jumping back on to the throttle. The extremely brave can also take an inside line and muscle their way up the inside by braking late and using the others' front fenders to slow their progress. Be careful though, the wall here looms very quickly at these kinds of speeds. Treat the first turn with a high degree of caution.

Grindelwald
On this mountainous track it's the first corner that sets you up for what follows. Follow the racing line, but let yourself go into it much deeper than you think is necessary. The 25-metre marker is the ideal place to touch that peddle and start to pull yourself around. This will leave you in the ideal position to start accelerating out

as the road curves up and round to the left. Follow the road with the throttle wide open, making sure you don't over-react to the kinks in the road. This will enable you to be much closer to top speed as you approach the right-hander that sits at the top of the village. From your position on the left side of the road, stab the brakes briefly on the approach and start to turn in. Use the power of the car to pull you round, letting off the throttle if you get too near the outside wall, and into the next section of the track.

STICKY CORNERS

Watch as we expose the hidden mystery of being a master cornerer in four easy steps...



First, pick a rear-wheel-drive car like an RX-7 or this tasty Corvette.



A few yards before the corner, stab the brakes to swing your tail out.



Steer in the opposite direction past the curve's apex and gun the gas.



Floor the accelerator coming out of the curve and the car will straighten.

Tahiti Dirt Maze
Packed full of U-turns and sharp bends this track demands constant hard work and the ability to powerslide while retaining complete control. The three turns just after the start are among the most complex on any rally track. To survive them, start on the outside of the track, before slamming on the brakes and flipping over the sticks as you see the Tommy Kiara sign on the outside of the road. Begin to steer in the opposite direction to the turn and re-apply the accelerator. Centre the steering as you emerge from the turn and slide over to the right of the track ready for the next bend. If the back end ever starts to step out and the car starts to spin, let off the gas and pull an opposite lock. The Dirt Maze is incredibly slippery and if you are unlucky enough to hit any of the bumps at the wrong angle then it'll be curtains. Take the course more slowly than you think you need to.



If your dad has just won a massive wad of cash on *So You Want To Be A Millionaire*, then you might like to check out the cars in the luxury class, for real

► wistfully at exotica like the four-wheel-drive GT Beetle, or the so-low-it's-practically-two-dimensional Nissan R390, or the sinister TVR Speed-12, or the hugely bespoilered, 995bhp Suzuki Escudo. If you're looking for an incentive to win races and earn credits, here it is.

Altogether there are nearly 600 cars of all shapes and sizes, and as in the first game you can build up a garage full of your favourites and tweak and tune them to your heart's content. Engines can be upgraded, suspension stiffened, clutch

plates strengthened, gear ratios altered, and racing body kits added. Now you can even plug in gizmos like yaw control computers and limited slip differentials. And as before there's a test track to measure exactly how many hundredths of a second per lap you're shaving off.

Our Polyphonic pals could have left it there. But no. Where, they pondered, could all these cars be put through their paces. The tracks from *Gran Turismo* again? Seemed a shame to throw them away, so they bunged them all in. But,

thinking about it, there were never quite enough of them. So they created a few more. A lot more, in fact, bringing the total (including variations) up to 28.

And the new additions are fantastic. Laguna Seca Raceway, for example. Based on a real circuit, it winds gradually up a hill before going over a blind crest and then plunging terrifyingly downwards through a series of rollercoaster-like twists and turns. There are steep hills, too in Grindelwald, which is set amongst mountains and isn't the place to take

your 22bhp Fiat 500. The Super Speedway, meanwhile, is an Indianapolis-style oval where you'll need to set your downforce to minimum, whack your gear ratios right up and try to squeeze out every last mph of top speed as you hammer four abreast down the straights. And then there are all the old favourites, like Grand Valley and the High Speed Ring, which you should be able to breeze around with your eyes closed by now.

Or... will you? You see, next on Polyphony's hit list appears to have been

TOP SECRET

Grand Valley East

A corner familiar to the legions of *Gran Turismo* fans, but still one that claims its fair share of drivers. Situated at the end of the Start/Finish straight it should be approached from the extreme left of the track. As you tear up at top speed use the penultimate sign to show when the brakes must be applied. As the anchors go on, try and ensure that you keep a straight line during the initial slowing down period. Even the most well-balanced 4WD cars will start to slide under heavy braking, let alone temperamental machines like the Griffith. For the same reason be gentle with the gas on the way out. A little power will pull you round and out the other side, while too much will lead to a spin. For precise control it is best to blip on the accelerator and watch the others spin off into the tyre wall.

Red Rock Valley

The vast majority of this high-speed raceway is built up of undemanding banked corners and long straights. There is, however, one section that can be deceptive, and it comes just over halfway round. After you've torn through the series of banked bends that curve around to the right and under the tunnel, the car will emerge into the daylight. Again the temptation is to continue to accelerate, but as before, this corner has been created to slow you down. Follow the racing line out to the right, and give the brake pads just a split second's heat so you can pull in hard through this left-hander. As your speed starts to climb, drift out to the right again so that you enter the major banked turn at the correct angle. Now you'll be able to take the corner with the throttle wide open and be catapulted full pelt on to the next high-speed section.

Licences

To get the Super Licence and open the Event Synthesizer race: Get all licences (A, B, Intl. A-C) to unlock the 'Super Licence' option at the Licence Test menu. This will also unlock the Event Synthesizer race in the GT League.

Skip licence exams:

Load a memory card containing *Gran Turismo* license data. *Gran Turismo* licences (B Class, A Class and International-A) will fulfil similarly named license requirements in *Gran Turismo 2*.

Ending Credits:

Win all 21 courses in Arcade Mode under Professional difficulty, or all GT League races.

Easy Money:

First make 100,000 credits and buy the Ford RS2000 rally car and race it in the '80s car

cup. If you come in first you get ten grand and a new racing car (Nissan Skyline) which is 125,000 credits!

BEAT THE BENDS

Slow In - Fast Out

On the way into a curve you decelerate. Once past the apex on the way out you accelerate again. The idea here is to slow the car just long enough to be able to turn into a corner and then re-accelerate as soon and as hard as possible out the other side. You probably already know what happens if you don't get this right: anything from going straight on through the metaphorical (or actual) hedge, to losing too much traction mid-corner and spinning your car out.

Out-In-Out

Quite simply, road positioning your vehicle for

Gran Turismo 2



the way the cars handle. They haven't changed much, but there are subtle differences here and there. For example, although you can get cars to powerslide in the original *GT*, the skid tends to peter out after a couple of seconds and isn't terribly satisfying. In *GT2*, however, if you hop into a rear-wheel-drive car like a Toyota Supra, hit the brakes hard before a sharp corner and crank the steering right over, you can trigger a long, delicious slide. With a bit of opposite lock you can hold it for ages without going into a spin,

the tyres howling all the way. It might not be the quickest way to get around the circuit, but it feels fantastic, and looks superb on the replay.

Speaking of which, *GT2* is just as great to look at as its predecessor. Tyres smoke, wheels jiggle up and down over bumps, and the sun glints off polished bodywork. Squint during a replay and you could almost be watching *Top Gear* on telly.

Moved-on, though, things really have moved on. The engine noises in the first game were okay, but didn't really change

much from car to car. So for *GT2*, our friends at Polyphony shoved microphones up the exhaust pipes of all 600 cars, and the results are amazing. The Ford GT40 crackles, the Skyline whistles, the Elise blaps up and down through its gears, the TVR Tuscan Speed Six rumbles sinisterly and the Aston Martin DB6 growls exactly like Connery's DB5.

And this is all to the accompaniment of a brand new soundtrack featuring tunes from Ash, The Cardigans, Everything But The Girl, Fatboy Slim, Mansun, The

Propellerheads and lad rockers Stereophonics. What else do you need to know? Oh yes. It was rumoured that you'd be able to load all your cars and race licences from your *GT* Memory Card into *GT2*. But in fact, all that you can carry over are your A and B licences. After that you'll need to complete a whole new series of tests, weaving through slalom courses and squealing around roundabouts to earn an IC licence, then an IB licence and finally an IA licence. And then – and only

cornering is all about straightening the curve as much as possible. This is achieved by using the full width of the circuit available as you approach then exit the curve. You approach the corner starting as wide as possible, as shown, before turning in and clipping the apex (where you do this is actually known as the clipping point). Once past the apex you head for the outside of the track as you exit. By straightening the curve like this, you're making a less severe change of direction and maintaining as much speed as possible through the whole corner.

Seeing The Clipping Point After The Apex
Now we've explained how simple the Out-In-Out theory is, we're going to say that the best way of cornering is actually a little different. With most racing cars the fastest way to corner is by

setting the clipping point just after the apex. As you can see from the previous example, this gives you a straighter exit from the corner so that you're able to accelerate harder for a lot less traction. It should be noted that both Slow In – Fast Out and Out-In-Out techniques hinge on the importance attached to speed in the latter half of a corner rather than the first half approaching it. This is partly because of the advantage it gives in a racing situation where the car that accelerated the fastest through the exit of a corner will be able to overtake or stay ahead of its rivals in the straight bit of track after the corner. So, push on the last section of the bends.

Chicanes
The last curve of one of these double whammies is always the most important one to take the

right speed and line through. In other words, finding the straightest line through the second curve of the chicane will mean that you are able to accelerate harder and earlier away from the chicane as a whole.

Complex Curves
Consider these as one integrated compound, picking your line and clipping point so as to maintain the highest speed through the corner is the key. Complex curves with more than one radii are usually best taken as one curve with a clipping point at an imaginary apex somewhere between the two curves. Plotting your route in the practice laps is the best way to do this.

Gentle Curves
Pretty obvious this one, even when curves are so gentle they're almost straight. As a general rule

of thumb, take the straightest line through them as the crow flies.

Tune Up
Upgrading your car is really useful, but it does change how you should tackle the track. If you upgrade your car or change its set-up, then the optimal driving line will alter for any corner.

Brake Balance Controller
When under heavy braking non-ABS systems have a tendency to 'lock up' and so reduce performance. Use this system to make your car corner like it was on rails.

Displacement Increase
An increased bore size ensures a better power output across the RPM range. It's costly but is often needed for Normally Aspirated cars.

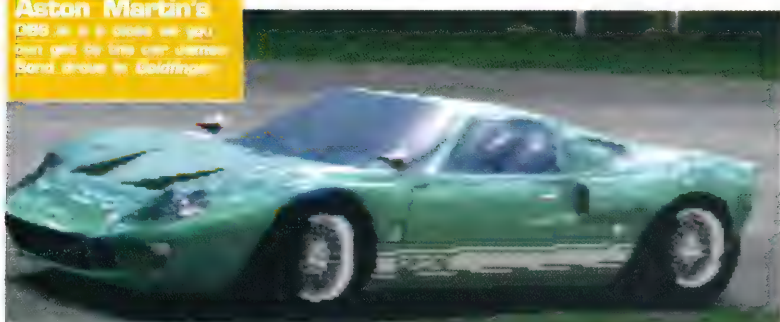
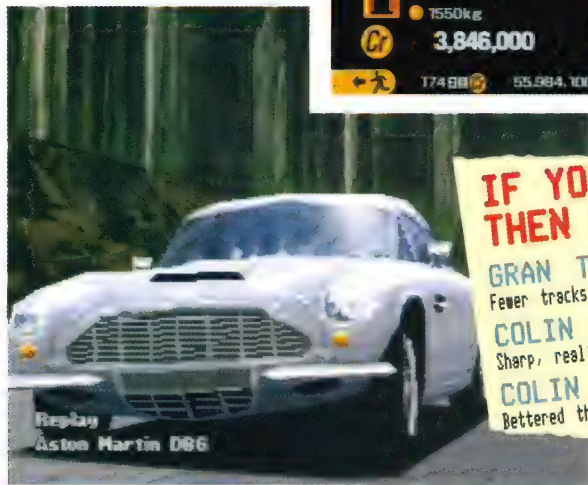
Don't fancy your present? Trade it in for one to suit your needs.



IF YOU LIKE THIS THEN LOOK AT...

GRAN TURISMO
Fewer tracks, but huge and immense fun
COLIN MCRAE RALLY
Sharp, realistic bends littered with thrills
COLIN MCRAE RALLY 2.0
Bettered the first game. Surprisingly

Aston Martin's DB6 is a classic car. Don't get by the line car. Drive. Bond drive in Goldfinger.



► then – you can go for your Super Licence, after which you get the Event Synthesiser to play with.

If you want to do more than just tear around with a big smile on your face, the new game offers a much greater depth of races to enter, including an array of specialist cups – a classic car trophy to stick your Lotus Elan S2 into, for example, or a muscle car series to show off your Ford Mustang. Many individual models have their own races, too, so you can witness the fantastic spectacle of Mazda RX-7s from the '70s, '80s and '90s going head-to-head. And, of course, it retains the original's gruelling endurance races. Ninety laps of Laguna, anyone?

And there's a whole selection of infinitesimal adjustments and additions

that you'll need to be a real GT nerd to spot. The little boost gauge that appears next to the speedo on turbo cars, for example. Sector times flashing up at intervals during a lap as well as an overall time at the end. Symbols overlaid on to replays to show you what you were doing with the controls. There's even an option for cars to take damage in heavy collisions, although they don't look any different and just get a bit wobbly to steer (and to be honest it's a bit annoying and you'll probably turn it off pretty quickly). Oh, and now it comes on two discs. One is for Arcade Mode, which is the simple pick-up-and-play game with a two-player option. The other contains the full-blooded Gran Turismo Mode, with its extensive cups and leagues,

WE RULE THE SCHOOL

Choosing the right car is essential in getting to the top of your chosen motoring class and on to further chequered flag victory...



CLASS-B
Contains the Mercedes CLK 320 Sports which looks like a chunk of metal but handles brilliantly.



CLASS-C
Not the best place for fantastic roadholding, but features the nippy Mini Cooper 1.3i and fast hatch Golf GTI.



CLASS-A
All the best sports cars are here, where you'd expect them to be – including the Chevrolet Coupe and the Lotus Elise Sport 190, which drives like a dream.

tuning options and more realistic handling and driving physics.

And, well, that's it. If Gran Turismo was mind-boggling, Gran Turismo 2 offers brain-bruisingly good value for just 35 quid. There are months and months of entertainment in here, for newcomers and GT experts alike. It's joyous fun whether you're racing against a chum in a pair of bellowing Corvettes, or 0-60-testing a Golf GTi, or lusting after an impossibly expensive Toyota GT-One, or... or...

Blimey. We almost let you scamper off to buy it before we'd mentioned GT2's best feature of all.

Rallying.

Gran Turismo 2's dirt races are just fantastic. They involve sliding sideways virtually the whole way round a gravelly

course, the car only travelling in the direction it's pointing as it leaps from crest to crest down fast straights. The first time you try it you'll spin into a hedge within seconds – it's like trying to guide a fully-loaded shopping trolley through a crowd of old ladies. But with a bit of practise you'll find you can glide through sequences of bends with balletic grace, your rear tyres making a lovely gravelly crunching as they swing from side to side.

Somehow, some way, and with enormous style, Polyphony have managed to improve on PlayStation perfection. Gran Turismo 2 is an incredible game which shows just how far the console has come and how far it can really go. Anyway. To the shops with you! ■

OFFICIAL UK
PlayStation
Magazine

VERDICT

■ GRAPHICS	Unnervingly realistic, just like the original	10
■ GAMEPLAY	Sublimely deep or quick and fun – your choice	10
■ LIFESPAN	Even bigger than GT, a massive challenge	10

■ **OVERALL**
This is the perfect sequel to a perfect game. The staggering stats (600 cars, 28 tracks...) are backed up by a deliriously enjoyable game, even if you can't tell a Mini Cooper from an E-Type

10
OUT OF 10

INTERVIEW: Gran Turismo 2



WE CHAT TO *GRAN TURISMO 2*'S CREATOR, KAZUNORI YAMAUCHI. OH, HE'S ALSO THE EXECUTIVE VICE-PRESIDENT OF POLYPHONY DIGITAL INC.

MEET THE MAKER

How did you improve on what many journalists have described as perfection?

The original idea of *Gran Turismo* was to provide a realistic simulation of the behaviour of real cars. To achieve this aim, we carried out research and development work that resulted in the creation of a model which, I believe, has been successful in at least some senses. We have made the simulation as realistic as possible. The cars featured naturally vary in their behaviour, depending on handling methods, tuning and so on. Our attention to detail has even extended to giving each type of car a different engine sound, setting prices for second-hand cars and introducing environment-mapping technology into the replays. In other words, *Gran Turismo 2* will remain faithful to the basic concept of *Gran Turismo* in offering the player all the fun of driving a real car.

Talk us through the new cars...

We updated the car model selection range to reflect recent changes – both model changes and new model launches – to actual cars in the real world. Users have expressed the desire for an extremely wide range of models to be available in the game, so we made every effort to accommodate their wishes. In the original game, certain cars had to be excluded because we were not able to

draw up licensing contracts with the manufacturers. For various reasons, we haven't been able to use either Ferrari or Porsche again.

And the new courses, of which there are 28 (including variations) are a mixture of real and fantasy courses. What was the reasoning behind that decision and why does it make the car's performance more critical?

Gamers are able to use more of their

strategic skill and judgement, by carefully choosing car performance and features and tuning and driving styles to match different courses. These courses include Rome, Tahiti, Seattle, Pike Speak and Laguna. Laguna is the only realistic course in the game and we have the sole licence for that. Using fantasy courses enables us to make the best use of the game engine.

Did any manufacturers refuse to be in the game?

Yes, Volvo and Saab.

How much input do the manufacturers in the game have?

The movement of the car is affected not so much by the make or the data, but by the physical dimensions of the car. Of course, I've received a lot of data from the manufacturers, but it's not so much the minute details that have helped, rather the general dimensions of the car. I learned from the original *Gran Turismo* that the movement was very real from lots of people – we weren't sure to begin with. There are benefits for us and the manufacturers, but to me the existence of the car is a vital element of the game, so of course I want all these cars in there. We pay the manufacturer and they give us the rights to put them into the game.

Did you manage to convince the participating manufacturers to let you damage their cars in the game?

In *GT2* we implemented an option where the appearance of the car does

not change when it crashes, but the handling will. The default setting will be with this option turned off, but it will be there for those that want it. There will be a special display to tell you where your damage is too.

Another new feature for *Gran Turismo 2* is the rally driving. Tell us about how development of the off-road courses came about...

When in development we built in certain differences and variations in terms of the bumpiness, undulation and friction you can feel as you drive. I went to the Monte Carlo Rally to conduct my research. Having gone to see a real rally I feel that the travelling aspect is the fun part. I hope to make a couple of games based on that some day. Implementing the Rally Mode meant a lot more work. We had to pay special attention to it because the car moves around a lot more on the loose surfaces. Doing this simulation modelling is very challenging, especially to make it realistic and enjoyable at the same time.

One other new feature in *GT2* is that you can carry forward your Memory Card saves from the original game. Will it be possible to use game saves from *GT* and *GT2* with *GT2000* on the PS2? Have you thought about it?

I haven't really thought about being able to carry over info from *GT2* to *GT2000* – though it is possible.

So what does the future hold for Polyphony Digital in the successful wake of *Gran Turismo 2*?

We are also currently working on the development of several titles in genres completely different from *Gran Turismo*.

Throughout the development process, we continually strive to demonstrate our company's unique enthusiasm for videogame technology.



PREVIEW

Gran Turismo 2000

THE FINEST RACING GAME EVER KNOWN TO MAN FINALLY NEARS COMPLETION. WE SNEAKED A QUICK LOOK AT THE GAME MONTHS BEFORE ITS RELEASE. OH YES!

Anticipation is nearing boiling point as the successor to the PSX's finest racing simulation speeds its way through the shimmering heat haze towards PlayStation2. *GT2000's* ETA may still be shrouded in mystery as we go to press, but that hasn't served to quell the mounting *GT* fever. The smart money has gone on a winter 2000 release, despite more conservative pundits plumping for early 2001. Whatever its release date, one thing's for sure, when it finally arrives a deafening clunking sound will reverberate around the country as millions of jaws hit the floor in unison.

The first thing that hits you when the game loads up are the incredible

car models. To create these visuals each car is made up of somewhere between 2,000 and 4,000 polygons. As a result the game's super cars all sparkle and glisten with a showroom-like sheen. In addition to getting the visage of the game's shimmering stable of metallic thoroughbreds spot on, the developers have spent a vast amount of time and energy perfecting the game's special effects. Shadows,

reflections, smoke, light and weather conditions have become much more than just gooey icing on *GT2000's* sumptuous cake, they've actually



become integral parts of the game itself. Weather factors such as mist will not just serve to mask redraw issues, but will actually increase difficulty levels as they come into play. Lighting effects will be used to similar effect, blinding players as they round corners



Gran Turismo 2000



or pass buildings.

As well as perfecting the visual aspects of *GT2000*, its developers, Polyphony, have also been working towards mimicking real car physics and creating lifelike CPU opponents. The aim is to get the AI drivers to perform as well (or as badly) as real human beings with emotional factors coming into play. Computer-controlled cars remember how you raced against them in previous laps and competitions, if you forced other drivers off the track or crashed into them you may find that they're using kamikaze tactics on you to exact their revenge.

GT2000 will be one of the first titles to fully exploit the Dual Shock 2's analog sensitive buttons. So, the harder you press down on the accelerator, the faster the car will travel, just like the real thing.

In regard to the game's multiplayer aspect, Polyphony are looking into possible linking capabilities. I-Link networking is definitely on the cards, but unfortunately there are no plans to stage online games over the Internet.

Details are scarce about the number



of courses and cars to be included in the finished version of the game but we expect *GT2000* will feature two more courses than its last incarnation. The first of which will be based on the renowned Monte Carlo race track, and the second is to be set in Tokyo, which will see racers jostling for position right in front of Polyphony's own headquarters. Things are a lot more hazy with regards to vehicles at present. This is mainly caused by the time it takes to develop each car; in *GT2* they took around a day to code, but due to the complex vehicle design in *GT2000* it's more like two weeks. Details have emerged, however, that will delight British car enthusiasts: the TVR is definitely returning for a third

time, hopefully with the new Tuscan.

We've been playing the demo in the office for months now and are positively wrenching our virtual monkeys at the thought of getting our hands on a complete version of the game. *GT2000* may have spent a vast amount of time in development and suffered many delays, but as our

decrepit relatives tell us: "Good things come to those who wait". But this doesn't make it any easier to wait now does it? For all the latest news check out our sister magazine *Official PlayStation 2*. Until then just have a look at these screenshots - you'll be hard pushed to find a better looking game we reckon.



COOL BOARDERS 4



FACTFILE

■ PUBLISHER	SCEE
■ DEVELOPER	989 Studios
■ RELEASE DATE	Out now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	1-4

COOL BOARDERS 4

FOR THE FINEST IN SNOW-BOUND SPORT THE *COOL BOARDERS* GAMES ARE SECOND TO NONE. SINCE THE DAWN OF THE PLAYSTATION THE GAMES HAVE BEEN THRILLING US WITH THEIR BLEND OF SNOW SIM AND ARCADE ACTION. HERE'S THE LATEST AND GREATEST...

REVIEW



STILL COOL, OR ARE WE ALL BORED YET?



MISSED 0 KPH



Pop in the disc and transport yourself to a wintry world where a Chicken Salad is an aerial board grab - not a plate of leaves scattered with bits of dead poultry tossed in Italian vinaigrette



Cool Boarders 4

"The fighting feature has been improved, enabling you to lash



By the time developers reach the fourth incarnation of a game, they should either be perfecting and tweaking the latest in a successful series, or flogging the proverbial dying horse purely for the cash. *FIFA 2000* is a shining example of this sort of annual code-sharpening, whereas something like *Ace Combat 3* simply stretches the tiresome plane-game a sortie too far. Where then, does the frosty *Cool Boarders 4* stand? And is there really anything else you can do to

enrich a game that simulates somebody thundering down the side of a mountain strapped to a polished plank?

989 Studios obviously think so, mindful perhaps that while *Cool Boarders 2* was hailed as a triumph, *Cool Boarders 3* failed to radically improve upon it and irked some gamers by messing around with the controls. Enter *Cool Boarders 4*, a *FIFA*-style upgrade that claims, rather unsurprisingly, to be bigger, faster and fancier than ever before. "Big new tricks and big gameplay" 989 proudly brag. "30

big new courses," "Big time events," "Big customisation" and "Big names," the studio boasts excitedly.

Retaining a similar style and design to the previous *Cool Boarder* titles, *CB4* features four gaming options and a stats screen to amuse armchair snow-riders. The first of these, the Single Event Mode, involves guiding a baggy-clothed boarder through one of the five main disciplines - Downhill, Slope Style, Half Pipe, Big Air and CBX. A practice option enables you to fine-tune your flips and combos

TOP SECRET

WANT TO KNOW HOW TO PULL THE BEST TRICKS WHILE SCORING SERIOUS POINTS? WELL, TRY THIS COMPACT GUIDE FOR TOP SNOWBOARDING SKILLS

GETTING STARTED

The keys

- ⊗ - jump (hold down to build up power, then release)/ Grab (mid air)
- ⊙ - tap and turn for a sharp turn/advanced grab
- ⊖ - flip
- △ - board-slide
- ⬅ - punch to left
- ➡ - punch to right

- ⬅ + ⊗ - to fakie (on ground)/spin in air
- ➡ + ⊗ - to fakie (on ground)/spin in air

BASIC MOVES

Grabs

- ⬅ + ⊗ Stalefish
- ↑ + ⊗ Stiffy
- ➡ + ⊗ Sad Air
- ↓ + ⊗ Tailgrab

- ⬅ + ⊗ Japan Air
- ➡ + ⊗ Melancholy
- ⬅ + ⊗ Indy
- ➡ + ⊗ Method

Boardslide

- ↑ + ⊗ Noseslide
- ↓ + ⊗ Noseslide
- ➡ + ⊗ Frontside Shifty
- ⬅ + ⊗ Backside Shifty

Flips

- ↑ + ⊙ Frontflip
- ↓ + ⊙ Backflip
- ⬅ + ⊙ Shifty

Replay Controls

Should you be good enough to want to watch yourself, hold **△** or **⬅** during the replay then hold **↓** to stop, **⬅** for slo-mo or **➡** for speed.



At the beginning of the game, each of the five events can be attempted on slopes in Vermont or Colorado. Extra courses in France, Japan and Alaska are unlocked as you complete the game's easier levels

out at riders attempting to pass you”

without getting booed by the crowds, while the Tournament Mode randomly links the five main events together and dishes out points for your performance in each. Lastly, the Trickmaster option challenges you to a series of stunts before either a time limit or the length of the course is exhausted.

As for the featured events themselves, Downhill dumps you into a competition with three other boarders, in a race to reach the bottom of an obstacle-clogged mountain slope. Slope Style invites you

to pull as many freestyle tricks as possible on a short course, while Big Air dares you to cram your flips, spins and slides into a couple of ramp leaps. The Half Pipe event is self-explanatory, while CBX recreates the Downhill option, but complicates it with a series of frustratingly-placed gates that you need to slide through. *[That'll be Slalom, Dean... - Ed]*

Some of CB4's improvements are obvious. The game features up to 16 real-life boarders (including Jim Rippey and Jimmy Halopoff), plus 34 modelled boards

from the major manufacturers (Burton, Forum, K2, etc) The fighting feature has been improved, enabling you to lash out at riders who try and pass you, while the replay option has a revamped range of functions so you can view that dramatic tail-bonk on a picnic table or revel in your first Half Pipe Alley-Oop.

As you'd expect, the in-game visuals have been improved too. Rails and wooden picnic tables provide testing trick opportunities, while knee-deep powder snow, immense drops, frozen rivers and

FIVE-DAY EVENT



Event One: Downhill

This pits you against three rival snow-riders. Stick to the fast, hard-packed snow in the centre of the track and punch the lights out of anyone who attempts to pass.



Event Two: Slope Style

You've got to know your tricks to stand a chance of winning the Slope Style compo. Then cram in as many of these new tricks as you can during your Half-Pipe session. The more tricks you pull, the higher score you get. Simple really.



Event Three: Half-Pipe

The place where you'll really have to earn your points. But do you go for loads of little tricks or do you take up time and go for five or six massive stunts? The decision is yours, just make sure you get it right as you'll lose out massively if you make the wrong choice.



Event Four: Big Air

While the Big Air course is short, the calibre of its jumps more than compensates. How many spins, flips and board-grabs can you squeeze in as the icy ground comes rushing up?



Event Five: CBX

CBX adds to the Downhill hurdle with 'gates' which you must guide your boarder through. CB4 also features a Special Mode, which offers secret challenges if you can complete courses on the Pro level.

YOUR FIRST HOUR

There's no point in tackling a tournament straight away so start slowly on rookie level, do each event individually and learn where the surprises are. See if analog suits your style of play and just try to complete the early Downhill courses. Next try a Slope Style course but ignore the ramps and get used to rail-sliding. If the pipe isn't raised just travel towards it, hit **A** and you'll automatically hop on to it. If you are travelling sideways tap **LB** just as you leave the pipe so you can land straight.

Then tackle the Trickmaster. This will help you learn the basic grabs and flips. You'll also get used to timing your jumps. On the Veteran level, to pull off the advanced grabs, hold down **LB** and the

directional button and then hit **LB**. And when on the Pro level press pause as soon as you're asked to do the trick. This'll give you more time to prepare yourself.

TRICKS

To rack up the points in the trick areas you have to learn how to pull off combinations. Rather than just do as many backflips as you can in one jump remember to use as many grabs as possible. Rather than flapping wildly at the joystick when you're in mid-air have an idea of what trick you are going to try before you leave the ground. Remember that you get no points if you don't land cleanly so concentrate on getting the risky spins and flips out

the way at the top of the jumps so that you land straight. There's a lot of value in going over and over the practice hill and jotting down every trick so you can try them whenever you want. It'll take a bit more time but you'll be able to score shedloads more points if you know all the tricks available.

CONTROL

Using the analog stick is undoubtedly the best way to control your boarder as it is far more responsive on the very tight corners. Unfortunately it's not much use for tricks when you need precise D-pad directions. The best way to overcome this is to switch between the two. Use the analogue to guide the boarder, get him airborne and then use the D-

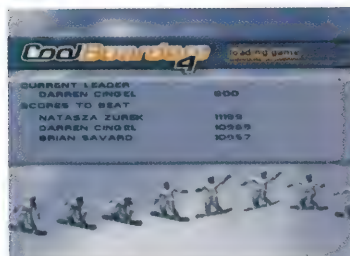
pad. Just make up your mind before the start of the downhill sections as you'll have no success at all if you try to change mid-way through a race.

CHARACTER & BOARD SELECTION

The different pros don't have individual strengths and weaknesses. Their performance is effected by their board. Each pro has two boards they can use - one freeride and one freestyle. For the speed levels, the downhill and the early CBXs simply use the fastest you can get. For the trick levels time is never really an issue so experiment. On the Big Air levels, while it is important to have flexibility, you need to generate a lot of speed to buy yourself air time so it is often worth using a freeride board. ▶

REVIEW

989 have also included a DIY-snowboarder option, enabling you to customise your own boarder by changing their height, weight and clothing colour.



► snow-dusted thickets provide some spectacular scenery. Not that you've got much time to appreciate it as you race against the clock.

But the thing that lets *CB4* down, is that it just hasn't improved enough on the previous two games. While *CB4* impresses with its graphics, it also



Get on the road! You'll not get many points for that (top). More points are needed for victory. Unlucky (above). Heading into the trees never made for successful boarding (top right), just nasty injuries.

IF YOU LIKE THIS THEN LOOK AT...

MTV SNOWBOARDING
All snowboarding features present, but not quite as correct as the *Cool Boarders* series

their own head-to-head board-off. Ultimately, if you were hoping for some radical changes to the *Cool Boarders* formula, this fourth incarnation hasn't got 'em. ■



OFFICIAL UK PlayStation Magazine VERDICT

■ GRAPHICS	Scarred mountain slopes and realistic riders 7
■ GAMEPLAY	Perform 12 tricks during a jump, then try 13 7
■ LIFESPAN	Four main options, five events, plus a few secrets 6

■ **OVERALL**
Cool Boarders 4 delivers more of the same snowboarding action you know and love, but with new courses, boards and riders. It does what it says on the pack. No surprises here

7
OUT OF 10

TOP SECRET

SPECIAL - POWDER HILL

All you have to do is to safely get down the hill. Unfortunately this is one big slope of deep snow. The deepest parts will swallow you whole and must be avoided. These are the parts of the course that are lighter in shade so keep to the darker stuff. Also use every ramp to take the safe aerial route.

DOWNHILL

From the start keep right to avoid the trees and take the racing line. The only problem is the deep snow, which could slow you down. After the very narrow fence slalom bit take the second fallen tree on the left to rail-slide over the deep snow. Just after that you will see a fallen tree with a ramp just after. Get air and distance off here to clear more deep snow.

TO GET YOU STARTED, HERE'S OUR MINI GUIDE TO THE FIRST MOUNTAIN, VERMONT. IT'S BY NO MEANS THE HARDEST COURSE EVER. ENJOY IT.

HALF PIPE

For a start, ignore the time limit as you have more than enough. Stick with a freestyle board so you turn tightly into the banks of the half-pipe. It's a question of timing. Keep straight to build up speed then turn sharply towards the side and power-up your jump. Release (X) at the lip of the pipe to get the necessary height to pull off the tricks. Try not to combine the flips and spins at this point as they are difficult to land.

SLOPE STYLE

While the green poles are tempting, stick to getting your points in the air via the ramps. To be really clever, angle your approach to the ramps so that you land on

the rail side. Also, halfway down on the right-hand there's a chance to access a secret area. Just after the ramp where you have to avoid tow rocks on landing, there are three trees next to the fence. Slow down and you'll notice that there is a fallen tree in the middle of the three. Board-slide on this and you'll come to a new slope. Here there are several new pipes but the route is very narrow so you easily hit the sides if you try any flash jumps. The secret slope joins the main slope at the frozen river right at the end.

BIG AIR

Two big jumps which you use to pull off a radical combination. On the first jump don't try anything too

ambitious as if you don't land properly you'll lose momentum. Then on the second one it's a good opportunity to combine the spins and flips but pull out early rather than risk a bad landing.

CBX

This is quite gentle so avoid using (O) to turn sharply as it will slow you down. Every time you leave one gate immediately swerve to the opposite side to find the next, rather than waiting till you spot it. And remember not to miss gates as the races are very tight.

AND THE CHEATS

To enter the codes type it in as your tournament name.

Bonus
Extra Mountain
All Mountains, Characters, Boards
All Special Events

Code
newhill
icheat
imspecial



DESTRUCTION DERBY RAW

Typical Sunday morning. Washed the car, took the wife for a nice drive. Floored it into the first car I saw. Handbrake turned into the side of another, bullseye. Then rammed some bloke off the road into a wall. Got back about six & had a nice cup of tea. Smashing.

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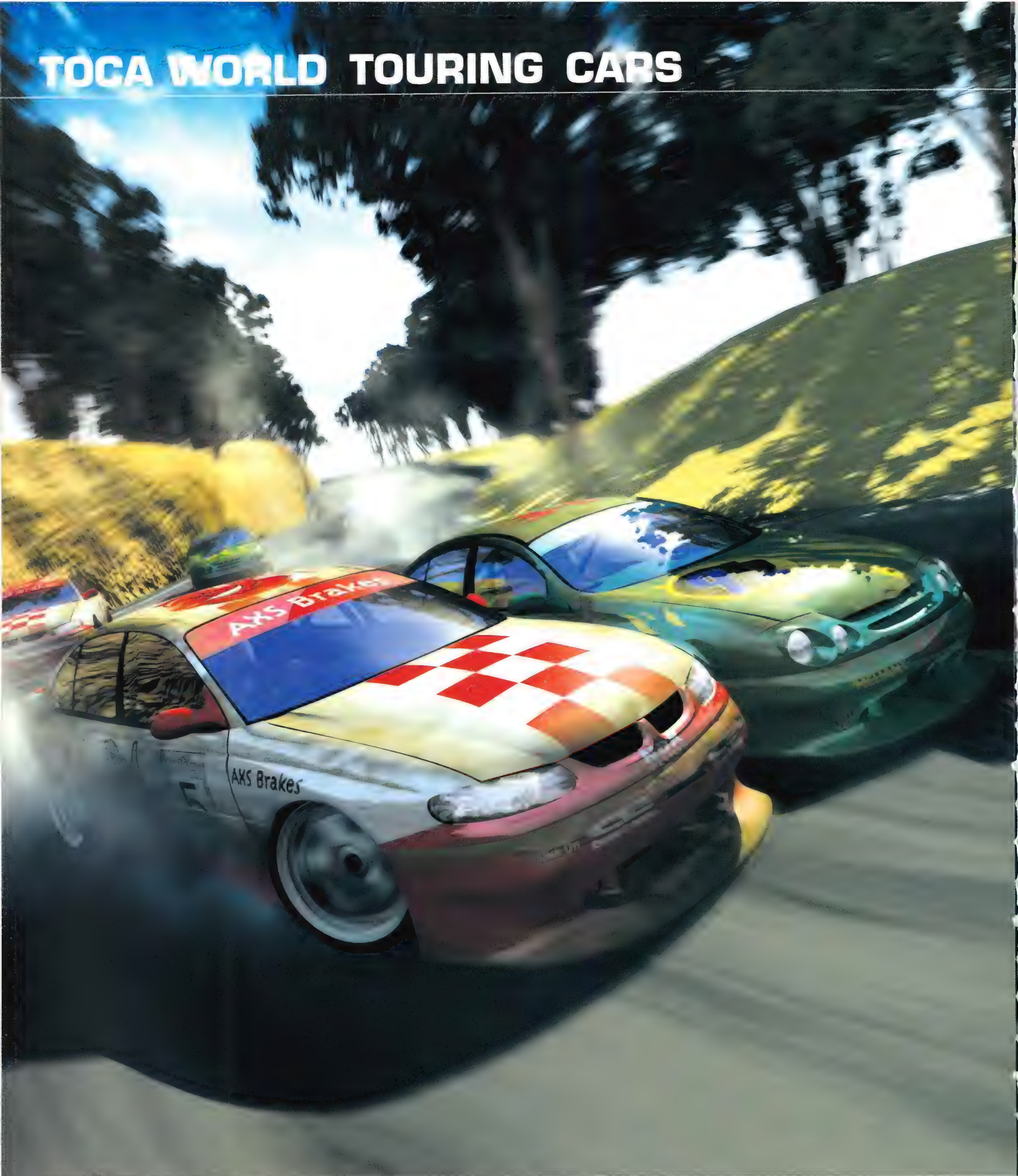

www.playstation.co.uk




PlayStation

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

TOCA WORLD TOURING CARS



FACTFILE

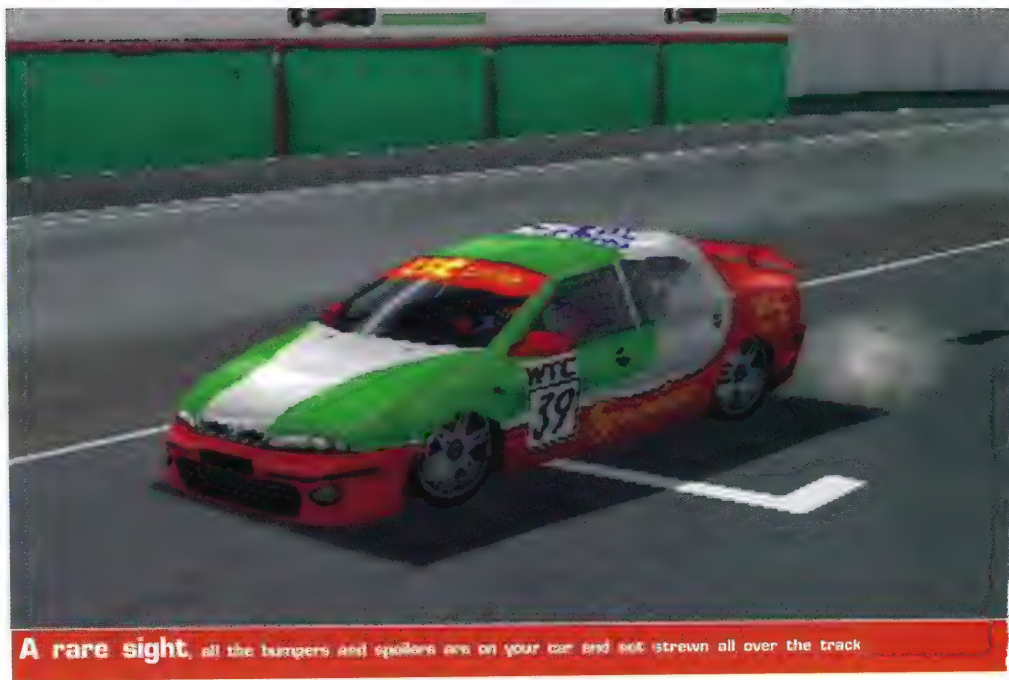
■ PUBLISHER	Codemasters
■ DEVELOPER	In-house
■ RELEASE DATE	Out Now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to four

TOCA

WORLD TOURING CARS

SINCE THE ORIGINAL TOCA WAS RELEASED CODEMASTERS HAVE HAD A REPUTATION FOR BRINGING US FANTASTIC GAMES. READ ON TO FIND OUT WHY WE RATE THEIR LATEST OPUS AS ONE OF THE VERY BEST PLAYSTATION RACING GAMES EVER MADE...

REVIEW



SICK OF RACING AROUND THE SAME OLD TRACKS? LUCKY, *TOCA'S* JUST GONE GLOBAL. TRY OUT SOME OF THE WORLD'S GREATEST RACE COURSES



TOCA World Touring Cars

With 12 cars on the grid, there's invariably mayhem as you all



The first thing they teach you at the Academy of Games Reviewing is that readers hate being fobbed off with "If you like this sort of thing, this is the sort of thing you'll like". Which is why you won't find this review concluding with the stunning revelation that if you like racing sims, you'll like *TOCA World Touring Cars*. Or at least that's one reason. The other reason is that even if you hate racing sims – if you'd rather lick a rugby player's armpit than play another one –

it's impossible not to fall in love with Codemasters' *TOCA: World Touring Cars*.

True, it's an accurate simulation of touring car racing, and should in theory only interest men with thermos flasks and beards. But after a couple of laps of wing-mirror-to-wing-mirror action, with 12 cars jostling for position on a track barely wide enough for one, even the most committed racing-phobe will be struggling to suppress a grin.

You see, the beauty of touring cars is that, being based on ordinary family

saloons, they're actually quite sturdy. If a pair of fragile Formula One cars rub shoulders during a rash overtaking move, the wheels fly off and what's left goes slithering to a halt in a hedge. But touring cars can soak up a bit of punishment. Hey, who needs a front bumper anyway? There's another mirror on the other side, isn't there? So touring car drivers can take more risks, diving through unfeasibly narrow gaps, charging into corners three-abreast, and furtively nudging each other into the gravel. It might take all night to ►

TOP SECRET

PULL ON THE RACING GLOVES, FASTEN THE HELMET AND GET READY FOR SOME SERIOUS HARD RACING. WE SHOW YOU HOW TO GET POLE POSITION...

The line is in sight, and six laps of pure teeth-gritting concentration are finally coming to a close. You start to relax slightly, safe in the knowledge that you are one turn away from your first British Championship. It is in precisely that moment that a spinning back marker, some non-entity from the other end of the grid slams into your passenger door. You watch the scenery flash past your windscreen, staring at the counter seeing your position go from first to twelfth. Another race lost. *TOCA*

World Touring Cars can be a messy affair at first, with cars sliding off the track at random moments taking you with them. But soon you learn to adapt, to watch out for the suicidal and the homicidal. Gradually, those sixth and seventh places turn into seconds and firsts. With our help there is no reason why you too can't end races clutching expensive champagne.

Career Prospects

The meat in the racing pie that is *TOCA World*

Touring Cars is the chewy chunks of the Career Mode. It gives you the chance to spend a season with a team, until you are ready for the International and World Tournaments. You win races, you earn points, you hoard them until you have enough for promotion. But the bad news is that making such a giant step in your ascent to World Class Wheel Demon is going to take time. With 140 points as the target but only ten points for a win, six for second, four for third, two for fifth and one for sixth, it is going to

take a minimum of three seasons before you can move up.

Money Makes The Wheels Go Around

But before you start dreaming of world domination, you have to start at the bottom by proving yourself to the small fry. If you start in Europe, there will be three lesser drives on offer, elsewhere it will be just two. Each offer will give you the chance to prove yourself in one

TOCA World Touring Cars



Get on the road! Ah, got this turn wrong (left), maybe you can pass on the inside. That idiot's hit the barrier (below left), go round him. He's backing out

pile into the first bend



lap of a circuit of their choice. Pass on the challenge and you will be offered a drive for that season, fail and you will have used up one of your chances to impress.

Once you have shown your skill to your new team they will set your conditions for the year. These include demands like defeating another team, scoring a set number of points or appearing on the podium. Whatever the challenge, the result is always the same: a cheat that can only be used when racing in the non-championship modes.

Choosing Teams

Selecting a car might seem like a major choice,

but at first most of the offers are very similar. The major difference is between the tracks on offer, not the cars or the teams. In fact scrape away the lurid paint and you discover that many teams offer drives in identical cars. So when you come to choose your first outfit, it is worth opting for the easiest races not the best car. It might seem fun to go for what you know and choose Britain, but in fact the wiser among you will go for Germany as it is much simpler to win first time out. Similarly the Mediterranean title is also easier than most and so is a less glamorous but sensible choice.

Succeed or fail in your first championship and you will be returned to the offers screen to

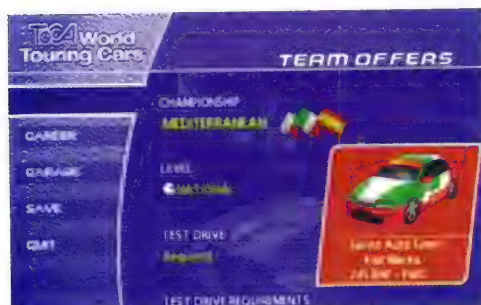
discover if any other teams have heard of this rising star of the track. Even if things didn't go well for you this time, any drive that you had before will still be around and so you can always try again, abroad. If you won, then other teams from around the world with more powerful cars will bid for your services. Some will demand a test drive, some won't, but either way scoring points actually becomes easier as the technology improves.

Now you are a fully established driver, the races will start flooding in big-time and you can just concentrate on winning championships and building up the points, ready for your well-deserved promotion.

Off The Grid

The foundations for a podium performance are often laid on the starting grid. Making a clean getaway from the line is essential, as is staying on the road into that first, chaotic corner. To gain places off the line, race your engine so that the revs stay in the white zone until the lights pop up. Now keep an eye on the dial so that the needle never enters the red, but as soon as the green comes on, floor the throttle. This should ensure you hold your position at the first turn.

The first corner is the perfect time to start your assault on the lead. With all the cars bunched up, the whole procession slows down



TOCA World Touring Cars

1		SAWYERS 03:01.87	Vauxhall Vectra Monkey Tools	
2		NELSON +00:09.36	Renault Laguna Solid 6	
3		BURLEY +00:09.53	Nissan Primera Freezan	
4		STOCKLEY +00:10.62	Vauxhall Vectra Monkey Tools	
5		ZELIC +00:11.91	Nissan Primera Freezan	

CONTINUE

Even the hard men and boys among you will want a blanket to suck after a few exhausting laps in the driver's-eye view of *World Touring Cars*

► sweep the mess off the track afterwards, but, by 'eck, it's worth it.

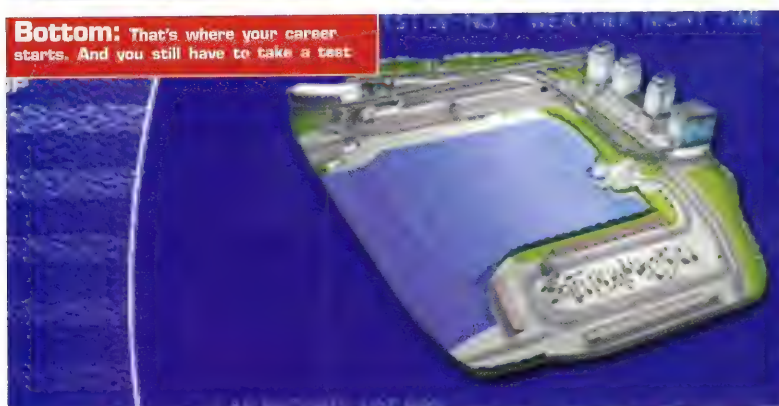
It's this reckless abandon that Codemasters has taken advantage of so well in its *TOCA* series. With 12 cars on the starting grid there's invariably mayhem as you all pile into the first bend, and for the rest of the race you're always at the heart of the paint-scraping action. Winning isn't so much a case of overtaking the opposition as thinning it out a bit.

Back at the Academy, Rule Two is that you must always suddenly notice, about

this far into the review, that the readers are growing restless. "Yes yes," they'll be grumbling. "We know all this. We have played *TOCA 2*. What we want to know is [deep breath] WHAT'S NEW? Why should we spend another 35 of our hard-earned pounds on more *TOCA*?"

The thing is, *TOCA WTC* makes *TOCA 2* look like a gathering of caravan-towing Volvos. You want your entire bonnet coming loose and flying off over your head? With *WTC*, you've finally got it. You want smoke belching from your stricken engine? You want wheels flying off and bouncing down the track, metalwork crumpling, bumpers trailing behind you in a shower of sparks? You

Bottom: That's where your career starts. And you still have to take a test



TOP SECRET

► to a near crawl. This should give you a chance to sneak up along the inside of the turn, nudging your way up the leaderboard. But be careful attempting such a sneaky tactic at speed as there is a good chance that you will end up losing some of that fancy paintwork.

On The Road Again

If there is one hint or tip about this game that will do more to improve your time than any other, then it is this one: drive using the 'bumper view'. The times that you have set looking from outside or on the bonnet will be

reduced to a mere embarrassment compared to what you'll be able to achieve from here.

It might mean that it is now harder to estimate how close the cars coming up from behind you or to the side of you are, but that slight impairment is more than made up for by the improved visibility.

Overtaking

Part of what makes *Touring Cars* more exciting to watch than F1 is that despite all the money involved, the cars still have to retain much of what makes them the same as the road going versions. So rather than processions of multi-million pound technologies, you get the tyre-

squealing close racing that doesn't send you to sleep. So when you play a game like *TOCA*, overtaking can be a nightmare.

The simplest, if not safest way to overtake an opponent is to out-brake them going into a turn. So rather than being cautious and slowing when common sense tells you, sneak on to the inside of the track and force your way into the lead. Obviously the downside is that if you misjudge this masterly manoeuvre you will end up in the gravel trap, and not in first place.

So make sure you always wait until you are close enough behind your opponent before you attempt to overtake them. If you try to slow down too late you will only end up having to

brake harder and you will take longer to come out of the corner, losing the place that you managed to temporarily gain.

Crash And Burn

Touring Cars is certainly a contact sport but these drivers aren't just aggressive, they border on the down-right dirty. Some of these guys are so vicious they resemble Michael Schumacher when he is late for his anger management course. They will never shy away from an impact if they can take your place on the podium. This means that rather than just focusing on what you are doing you need to be aware of everyone around you, especially behind.

TOCA World Touring Cars



Let's go round again! The spectacular wheel-to-wheel action makes replays a must-watch



You'll pay for that! Realistic damage can ruin your race (left). When the rain falls watch your braking (right)



want exhausts spitting fire, and tyres howling as they lay down smoking trails of rubber? It's all here, and it's spectacularly entertaining.

But *World Touring Cars* is more than just a glorified destruction derby. It is also a spot-on touring car sim, with all cars and tracks modelled in meticulous detail on their real-life counterparts. Much attention has been lavished on making sure your car responds convincingly to the controls, understeering and oversteering, going light when it crests a hill and lurching ►



Use the rear view mirrors and the on-screen arrow to keep an eye out for the chasing cars. While it can be useful to move across and block off the pursuing pack, any impact on the rear can send you spinning out.

Don't try to go wheel-to-wheel with other racers. Their cars always seem stronger and quicker than yours, so it will always be you who loses out in the tussle.

Always keep one eye on the road ahead as these drivers are just as liable to lose it in a gravel trap as you are, if not more so. The last thing you want is to tear into a chicane in first place only to smash into the side of a useless spinning back marker.

Your on-screen map is essential, not only for telling you where you are on the circuit, but also for indicating how your enemy is fairing. This can be vital information when chasing or being chased, so you know how hard you need to push. It will also show you if the guy ahead drives into the pits.

What's The Damage?

Touring Cars wouldn't be half the fun without the constant car-flipping, paint-scratching mayhem that seems to follow them around the world. Racing collisions with cars will damage your bodywork but nothing more. Your bumpers and wing mirrors might drop off but it won't

effect your performance on the track. The only incidents that stop you racing are heavy collisions with trackside objects. If you go full tilt into a sign, or a pit wall then you can expect to seriously damage your engine, the suspension and the steering. As well as the physical effects you can also discover how much damage has been done by pressing **[X]** for the status screen. If you do suffer a serious impact then the resulting collapse in performance can be enough to ruin your chances of keeping up with the pack.

Pit Stop

Like any other racing game, *World Touring*

Cars has all the grease, gunge and oil that any petrol-head could ever want. You can fiddle with every setting from the stereo to the gearbox, but that doesn't mean that you have to. During the National Championships the standard settings will surface, even down to the tyres. It's only at the higher levels that you might want to start making alterations. Most are simple enough, or are self explanatory: if you reduce the downforce the car loses grip but gains in performance. If you lengthen the gear ratios then the acceleration declines, but the top speed increases. So if you want to tinker with your motor, have a play about with the settings and adapt them to suit your own personal driving ►

REVIEW

Vancouver by night. The glowing lights of the skyscrapers make the tight, city circuit very atmospheric



After your first lap, a ghost car of your best lap appears for you to pace yourself against

► sickeningly as a rival clips your vehicle from behind.

WTC stops short of being as nerdily by-the-book as *Gran Turismo*, though – you can throw your car into corners without having to think too hard about lift-off oversteer or opposite lock. Which is just as well when there are 11 computer-controlled fiends assaulting you from all sides. You can give as good as you get, of course, but this just seems to make them angrier. Our CPU pals are reassuringly human, though. It's great to see them spinning off on the corners you always have trouble with.

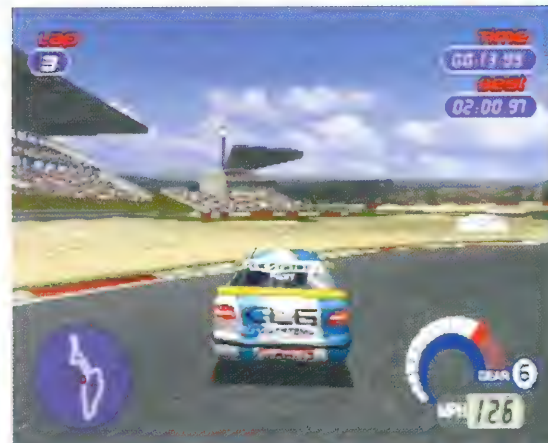
Then you've got this new World bit. No longer are you limited to an obscure set of tracks scattered around the colder parts of our sceptred isle. Now you can race on famous international circuits like Hockenheim and Suzuka. There's a terrifying concrete-lined street circuit in Vancouver, there are tracks in Mexico and along the Australian coast, and there's even the knuckle-whitening Laguna

Seca, last seen in *Gran Turismo 2*. They all look excellent, with helicopters and overhead railways to liven them up.

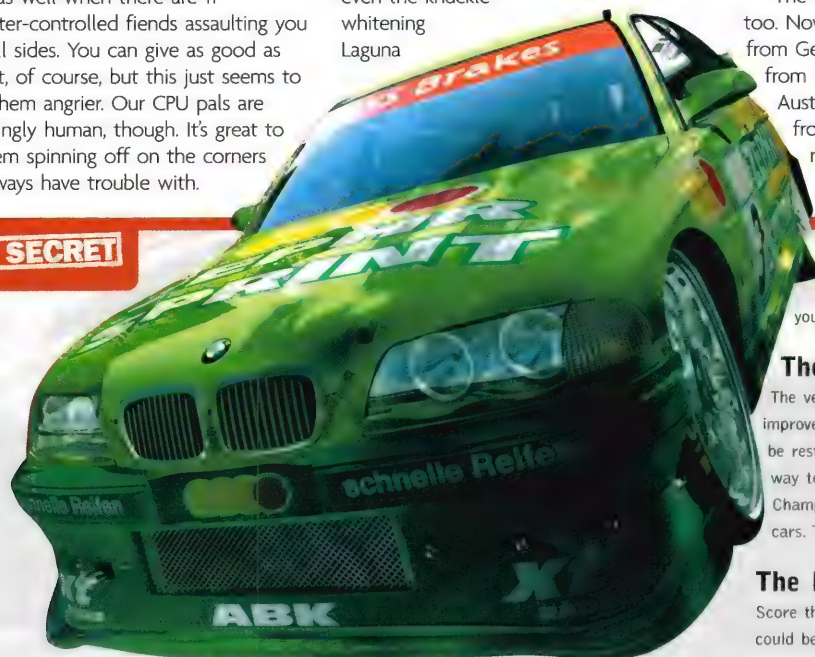
The cars are more worldly this time, too. Now there are BMWs and Audis from Germany, Alfa Romeos and Fiats from Italy, Holdens and Falcons from Australia and Mercurys and Cadillacs from America. American touring car racing really is another world with its rolling starts, bellowing V8s

and slidey rear-wheel-drive handling. Altogether there are 21 standard cars, each in various liveries and all are genuinely authentic, right down to the detail of the dashboard layout.

All this could easily be chaos, but Codemasters have organised everything into a series of championships, tied together by the idea of a career. You start off trying to get a job with a national team by passing a test, and then, by



TOP SECRET



► style. The choice, as they say, is yours, but choose wisely, it'll change your racing massively.

The Cars

The vehicles in Championship Mode start to improve as your stock rises, but you will still be restricted to whatever is on offer. The only way to drive your dream car is to win Championship races and unlock the bonus cars. Then you're cooking with gas...

The Bonus Cars

Score the points and these shiny motors could be yours:

Peugeot 306 GTI-6	Free
Mitsubishi FTO	Free
Audi TT	15 points
Ford Mustang GT	30 points
Plymouth Prowler	50 points
Toyota Celica GT-4	75 points
Dodge Viper	105 points
Lotus 340R	140 points
Mitsubishi GTO	180 points
AC Superblower	225 points
Subaru Impreza	275 points
Mazda RX-7	335 points
AC Aceca	400 points
TVR 12 Speed	470 points
Bentley Hunaudieres	545 points

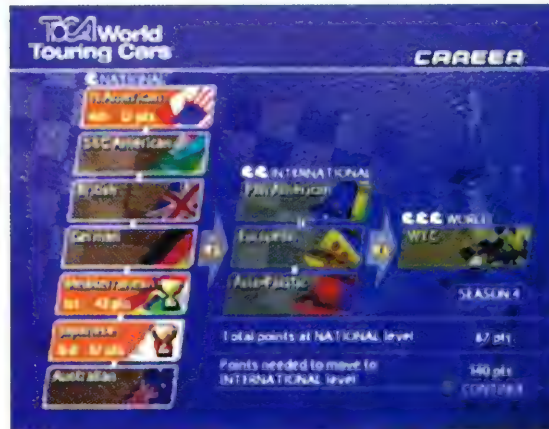
TOCA World Touring Cars

winning races, can gain access to international championships and finally the world championship. And naturally, in Codies fashion, there are loads of goodies for tenacious players to unlock. Winning championships liberates extra tracks in Free-Race Mode, while accumulating championship points unshackles a set of 16 bonus cars. These are brilliant, including never-been-PlayStationed-before gems like the Lotus 340R, the AC Superblower and the Bentley Hunaudieres. Meanwhile, meeting certain targets set by your team (eg "get at least four podium finishes") reveals secret codes for further larks.

Better not forget Rule Three: make sure you find a couple of things wrong. Otherwise they'll worry you're not doing your job properly. So, *World Touring Cars*, then. Tch, eh? You'd think they'd have... Well, they could at least have... Um. No. Apart from a pit-lane radio man who couldn't be any more annoying if he filled your helmet with ants, *World Touring Cars* is absolutely spot on. There's even – get this – a Two-Player Mode where you're kept company by four computer-controlled cars. (And a Four-Player Mode too if you're Multi-Tapped up.)

And finally Rule Four: end with something snappy and memorable. Right – *TOCA World Touring Cars* is arguably the best racing game on the PlayStation and unarguably the most exciting. Er, that is, unarguably as in, like, you couldn't argue that it's not exciting because, well, it is. Oh forget it. ■

HOW TO... OPEN UP CARS AND TRACKS



At the heart of *TOCA*: *WTC* is this bit – your career. Graduating through the ranks, you've got to win championships and move from the national to the international arena. In doing so you win points. And what do points make?



When you're choosing a track for a one-off race or for a bit of two-player ruck, you'll find many of them are inaccessible. To open them up you're going to have to win the appropriate championships. And this is never easy.



That's right. Each time you reach a certain career total you'll win one of the bonus cars on offer. Fancy a TVR Speed 12? It can be yours. Or a Dodge Viper? That's here too. Tastiest of all, for 545 points, is the Bentley Hunaudieres.



And that's not all. For each championship your team will set a target, like getting at least three first places. Hit it and you'll earn a secret code which you can tap in secretly to activate, ooh, special secrets things.

IF YOU LIKE THIS THEN LOOK AT...

TOCA 2

The racing game that people who don't like racing games like – and now going cheap

(PSM26 9/10)



OFFICIAL UK
PlayStation
Magazine

VERDICT

- GRAPHICS Detailed and smooth with cracking special effects. Perfect 10
- GAMEPLAY An ideal mix of driving, crashing and career-progression 10
- LIFESPAN Should never grow dull, and there's tons to unlock 9

■ OVERALL Remember how much fun *TOCA 2* was? Double it and add four. *WTC* is non-stop racing excitement – a blizzard of detached car components – with weeks of tough championship-winning and goodie-unearthing

10
OUT OF 10

INTERVIEW



GAVIN RAEBURN

START YOUR ENGINES ... IT'S THE BRAIN
BEHIND *WORLD TOURING CARS*



Eavin Raeburn, producer of Codemasters' hugely-successful *TOCA* series, has an exclusive word with *Best Games Ever* about the eagerly-awaited next installment, *TOCA World Touring Cars*.

BGE: What's the main focus of the new *TOCA* game?

Gavin Raeburn: Quite simply, we wanted to produce the finest and most involving racing game that the PlayStation has ever seen. To do this we felt we had to totally wipe the slate clean and start again, drawing on what we'd learned from *TOCA 1* and *2*, and introducing elements that we felt would make the ideal pack racing game. All the most crucial elements needed to recreate the feeling of close contact racing were rethought and replanned. The damage system, the close racing element, the intelligence of the AI, track variation, the car physics and crash physics were all

singled out as being key gameplay elements to develop.

BGE: *World Touring Cars* suggests racing on a global scale. Will this be a feature of the game?

Gavin Raeburn: Yeah, we're going to let you race the world over, with key race circuits across five continents – Europe, North America, South America, Australia and Japan. We're working towards doubling the number of tracks of previous *Touring Car* games. I'm particularly pleased with the variation we have in the tracks in *WTC*, with tight street circuits, a few F1 tracks, as well as several purpose-built tracks.

BGE: And how about the cars we'll be driving in *WTC*?

Gavin Raeburn: Some of the cars are models of Peugeots, Toyotas, Renaults, Volvos and Nissans. There are also some

"You can totally trash your car and you'll still limp around the track"

TOCA World Touring Cars



lovely bonus cars you can get, such as the Audi TT and the Subaru Impreza.

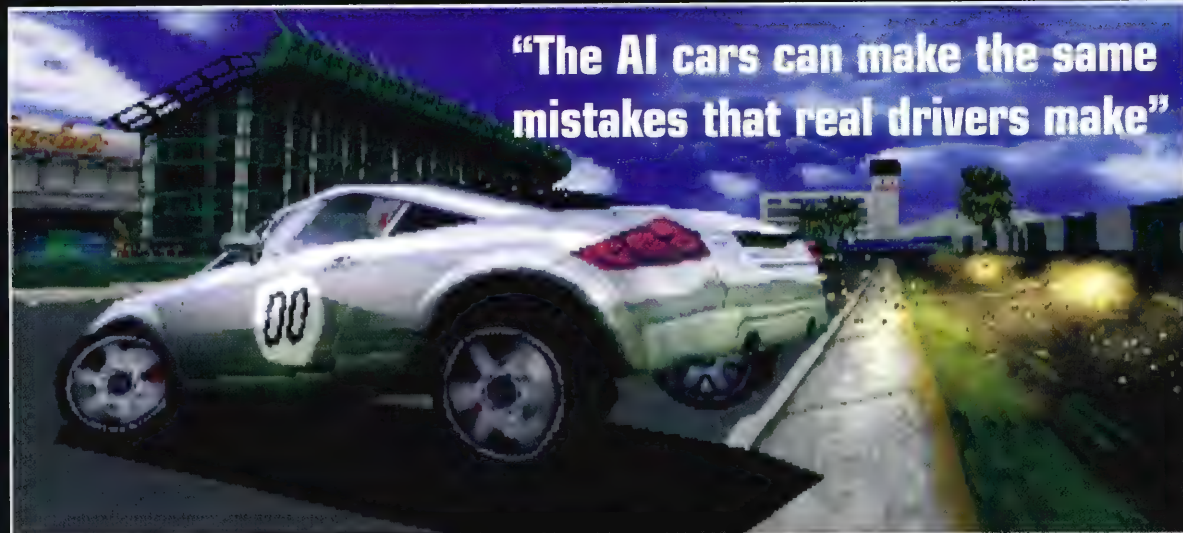
BGE: How does the much-vaunted damage system work?

Gavin Raeburn: The damage system in WTC emulates the real crumple zones you find on a normal car. All the polygons that make up the cars are independently deformable, depending on what object has been hit. Basically, this means that if you hit a lamp post head-on, the front of your car will deform around the lamp post, absorbing the forces being applied to the car. Or, if a car hits you side-on at 25°, a 25° impact mark will be left on your car.

BGE: How do the crashes affect performance?

Gavin Raeburn: The crumple zones work like real crumple zones, so the car will squash up where possible, until the interior safety cage is reached. You can totally trash your car, lose a wheel, and you'll still limp round the track realistically on three wheels.

BGE: Will the AI drivers mimic authentic racing styles?



"The AI cars can make the same mistakes that real drivers make"



Gavin Raeburn: For all the tracks we used where touring cars have been raced we are using actual driver performance data as the basis of our game physics. All the cars have correct torque curves, braking distances, top speeds, gear ratios, BHP etc. Lap times are accurate, and all the AI cars can make the same mistakes that real drivers make.

BGE: What's the future for racing games on PlayStation 2?

Gavin Raeburn: I think the technical side will become less of a factor in all games. Storyline and gameplay will become ever more important, and a good physics model will be a standard requirement. Crash physics will be improved, with



better damage models. AI can be improved by adding more human touches. Obviously the special effects will be greatly improved – many more polygons mean that weather effects, realistic scenery etc, will be a doddle.

BGE: Are there any plans currently underway for a *Touring Cars* game on the new console?

Gavin Raeburn: Well, that would be telling... DM ■

RONALDO V-FOOTBALL



IMAGE © ALLSPORT UK

FACTFILE

■ PUBLISHER	Infogrames
■ DEVELOPER	Power and Magic
■ RELEASE DATE	Out Now
■ AGE RESTRICTION	None
■ PRICE	£29.99
■ NUMBER OF PLAYERS	One to Two

RONALDO V-FOOTBALL

AS THE WORLD'S GREATEST FOOTBALLER IT WAS ONLY A MATTER OF TIME BEFORE A SOFTWARE COMPANY SPLASHED ENOUGH CASH AND BOUGHT HIS NAME.





£18M OF FOOTBALLING TALENT FOR LESS THAN THIRTY QUID...



Ronaldo V-Football

In fact, as football games go, *V-Football* is more of a David Batty



Ronaldo Luiz Nazario de Lima is widely regarded as one of the most skillful football players ever to take up the beautiful game. His incredible pace and shooting prowess convinced Inter Milan to pay Barcelona £18m for him and, when fit, he's the linchpin of the Brazilian international squad.

When he's fit. For the past 18 months, Ronaldo has been on the sidelines with a recurring knee ligament injury. The worry is that when he

returns he won't be half the player he was. Apt, as *Ronaldo V-Football* isn't half the game it could be.

In fact, as football games go, *V-Football* is more of a David Batty or a Nicky Butt than a Ronaldo. It is a solid, no frills recreation of the sport, with visible talent but no panache. Its simple pass-and-run content makes for a

playable game, but not one that will be challenging *ISS Pro* or *UEFA Champions League*. Indeed, there is something about the game that recalls images of the arcade football games of yore, such as *Exciting Soccer* or *Virtual Striker*, with moments of excellence sold short by the leaden player movement and a number of key gameplay grievances.



TOP SECRET

IT'S NOT A ONE MAN GAME THIS. YOU'LL NEED TO KNOW HOW TO PASS, SHOOT AND DEFEND TOO...

MASTERCLASS

1. THE THROUGH BALL

Think *FIFA* rather than *ISS* when you are attempting a through ball. Unlike in *ISS*, the ball will always find a man and, like in *FIFA*, you can use it to play the ball all the way up the pitch from defence.

All you have to do is aim into space, press **A** and run onto the ball. Unlike *ISS*, you can even play blind through balls as they will always find one of your men.

Even better, play two through balls in a row

and the second one will rocket up the pitch to the nearest player. This is by far the best way of getting the ball forward to your strikers.

However, the best place to use the through ball is when you're running down the wing. As long as your winger is ahead of you he will reach the pass. Then sprint past the full back and get the ball over.

2. SHOOTING

Later in the guide we'll give you tactics on how to score every time. For now we'll tell you how to shoot when you get into position. Again, you'll

need to get out your *FIFA* handbook to help you.

Although you can't shoot first time very easily, there is a *FIFA* shooting rule which applies to *Ronaldo V-Football* too: don't shoot from distance. It won't go in. In fact, if you try shooting from outside the area, the keeper will gather it easily. We know it's a flaw in the game, but it's worth remembering.

The other shooting no no is the chip. As the keeper never races to the edge of his area, holding back and shooting doesn't really work. The only way to score from a shot is to wait for the keeper to come out and slot the ball underneath him.

3. SKILL

This is where *Ronaldo V-Football* is a bit limited. As if Ronaldo has only one party trick! He dummies it, shimmies, does the step over, back heels it and more. Not here. In fact, there is only one skill and it's the *FIFA*-style spin.

Despite the fact that we have never seen any Premiership player spin around without touching the ball on a regular basis (Zola did it once for Chelsea) doesn't matter to these people. All you have to do is press **i** and your player will spin round and leave the defender for dead. You have to remember to hold run though, or your player will

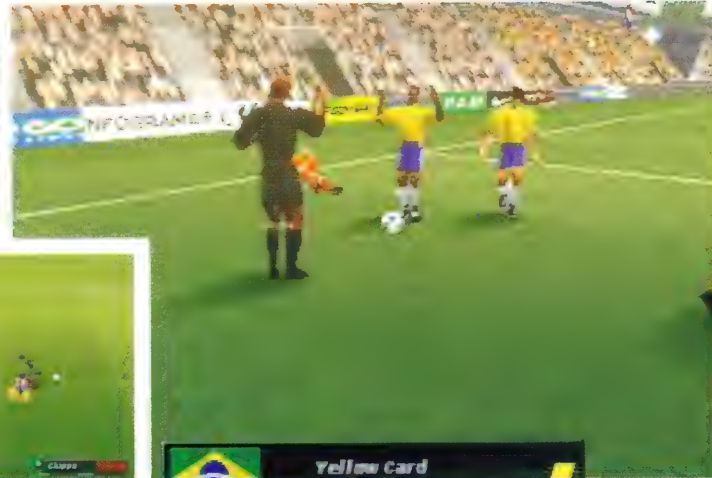
Ronaldo V-Football



Free kicks are your best bet for scoring given that the goalkeeper's reactions are, generally speaking, super sharp.



If you're not keen on playing left to right you can opt for an end-to-end Camera Mode, or even a bird's eye view from the tower.



or a Nicky Butt than a Ronaldo

In terms of content, *Ronaldo V-Football* is standard fare. Tournaments, one-off exhibition matches and faux World Cup tournaments jostle for attention. There's the full range of international teams available, albeit with some odd player selections (Jason Wilcox is a stalwart of the England squad). It is on the pitch, though, where *V-Football* does its talking and, with patience, it can be a rewarding experience. It's obvious that Infogrames have studied the competition and *V-Football* owes a lot in

terms of its appearance and content to Konami's *ISS* series.

The players are robust and squat, yet move well and are suitably skilled in shooting, chesting and heading. However, *V-Football* is a passing game, with the emphasis on slow build-up rather than end-to-end excitement. While a nice change, it means it's not going to appeal to the quick-fix football brigade. Instead, it demands the player's full concentration and an awareness of positional play.

This is where *V-Football* shows what it

can do, with the astute AI working to ensure players stick to their positions, mark their targets closely, close down through balls and deflect snap shots with incredible regularity. With such a tight back four, *V-Football* does away with the ridiculous 10-7 scores that dominate *FIFA* in favour of games where every goal needs to be fought for. You may not get the glory of a 30-yard screamer on a regular basis, but the feeling of satisfaction when it does come off or when a half-hit shot squirms under a

have been tackled by the time he's half way through his trick. The best place to use this one is either on the edge of the area or when you're out on the wings.

DEFENDING TACTICS

A masterclass with no defending guide? Have we gone mad? No, far from it. In fact, there is so much to tell that it can't be reduced to a quick tip. There are far too many tactics for you to consider.

If you are playing on the easy level, you won't be troubled by opposition strike forces too often so you only need to play three centre backs in order to survive. It will get tricky when playing teams the calibre of Brazil, but even then, they will only have a few shots.

Medium and hard levels are a different matter

altogether, though. Play on hard level with three centre backs and you'll get thrashed so either play 4-4-2 with a sweeper option or play 5-3-2. That way there will always be defenders back when Ronaldo attacks.

TACKLING

You may have noticed after playing for a few minutes that the refs are particularly harsh in *Ronaldo V-Football*. That's harsh as in compared to *FIFA 2000* refs, not *World Cup* refs. Unlike in *FIFA*, they will blow up every time you take someone out and, worse still, it's remarkably easy for you to get a red card for your misdemeanours.

This will almost certainly happen if you try a sliding tackle from behind and it may happen if you simply mistime a sliding tackle. Our advice? Ignore the sliding tackle. The players are so fast that it becomes hard to time a tackle and, even if you can

see the ball, they turn away, leaving you committed to the leg-breaking tackle. So, cut 'em out.

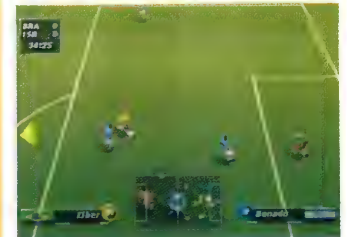
The only place we can honestly say that it is worth doing a sliding tackle is if you're the last man and it's 1-0 to you after 90 minutes. If that's the case, run alongside the attacker until you're just behind him and slide in from the side.

So how do you tackle? Well, the best way is to avoid pressing any buttons apart from **△** and **⊗**. Like *ISS*, if you hold **△** and **⊗** you will run towards the ball. The only problem with this occurs when you're near the ball; then your player will stop and swing out a leg. If he is late he will either foul a player or stop dead in his tracks while his opponent takes the ball past him and lays it off. The best thing to do in this situation is hold **△** and **⊗** until you're near the ball and then simply run into the player to take to ball off him.

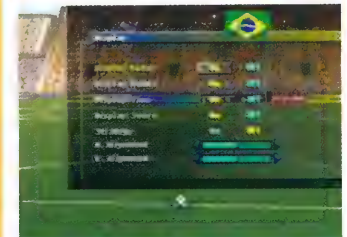
If you're not running towards the player then

HOW TO...

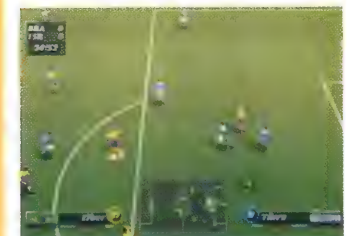
RUN RINGS AROUND THE DEFENCE



Ronaldo V-Football's reliance on a tight passing game means that every goal needs work and positional nous on your part...



Although the game doesn't use a pitch scanner by default, select it from the options screen and keep an eye on your forward runners. Stroke the ball out to a winger and knock it forward as the defenders close in...



Keep passing the ball around until a player nears the box, then pass it to his feet. Quickly knock it on to an oncoming striker and hit it hard and low first time. The keepers are good, but can be caught off guard.

you should run alongside him until you're just in front of him, then nip in front to sweep the ball off his feet.

LAUNCH IT!

Footy pundit Alan Hansen once said, "If in doubt, launch it!" Ignore him if you can. Obviously, if it gets really dangerous around the six yard box, you should just boot the ball forward. However, not only are you likely to give the ball away, you're inviting another opposition attack. So, if you've got time and space, use the through ball. Always throw the ball out too.

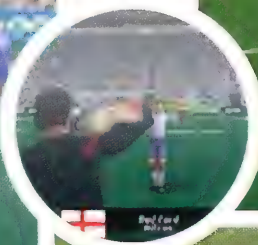
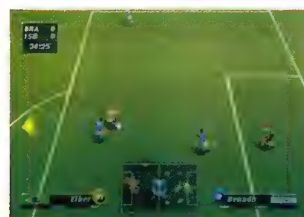
ATTACKING TACTICS

Whatever you do, make sure you use wing attack as your main option. Even if you're playing 5-3-2 on hard mode, you will score more goals if you play

REVIEW



Luckily he's fit for the game - we've yet to find an injury mode... yet!



You must be kidding. The game is playable in all sorts of weather conditions. Although the big man might find this fine mist a bit different to the bright sun of the Rio beaches.

hapless keeper is all the more intense for its rarity.

Unfortunately, fundamental flaws as his knee keeps the Brazilian out of the Inter squad. Tackling is woefully imprecise with fouls given for the most innocuous challenges, while the opposition teams

rarely put a foot wrong. There are also problems with the passing system. Moves get stored up, making players kick the ball away as soon as they get it if you get a little button happy.

The missed opportunity that is V-Football is summed up by the dreadful commentary. Barry Davies and a voice

actor stumble through a poor script that often leaves them chanting "pass" for no apparent reason, while goals are greeted with apathy. It is symptomatic of a game that, perhaps like Ronaldo himself, never really lives up to its early promise yet is still strangely compelling.

IF YOU LIKE THIS THEN LOOK AT...

ISS PRO EVOLUTION (PS5 9/10)
Similar in terms of speed of play and content, but the Konami game streaks ahead with a more dynamic feel.

OFFICIAL UK PlayStation Magazine VERDICT

- GRAPHICS Squat players, but smooth flowing camera work **7**
- GAMEPLAY Sluggish at times and the passing game won't appeal to all **7**
- LIFESPAN A game of real skill and worth sticking with **8**

■ OVERALL For a game based on the world's most skillful player, *Ronaldo V-Football* brings to mind a more mundane First Division fixture, as opposed to the skills of the buck-toothed Brazilian.

7
OUT OF 10

TOP SECRET

► with wingers than if you try playing neat triangles around the box. Then when you've got the wing attack option on the go, you can start using through balls in order to get the ball out to your wide players.

GOALSCORING

Scoring goals in *Ronaldo V-Football* is a bit like finding the perfect driving line in *Gran Turismo 2*. If you don't find the perfect line in GT2 then you'll crash. Likewise, if you don't find the sweet spots in *Ronaldo*, you won't score any goals.

See, unlike *ISS*, you won't see a new goal every game. *Ronaldo*, like *FIFA*, has sweet spots and if you find them you will win the Ronaldo V-Trophy on hard mode. If you don't find them, you'll

have to defend and win penalty shoot-outs. To help you out, we've found five sound methods which will help you score goals every single time.

1. GOALHANGER'S GOAL

This sounds a bit simple and we know you don't need to know how to tap the ball in from five yards. All you have to do is press shoot, right? However, as this is the easiest goal you'll ever score, you should try to work these openings before you try anything else. Once you're 1-0 up you can start using skills and through balls.

To find yourself in a position where you're shooting into an open goal, play a through ball out wide to your winger. Now sprint forward until you reach the edge of the area.

Instead of crossing though, cut inside, run around the full back and pass the ball across the edge of the six yard box. The ball will reach your

attacking midfielder and you will then be able to calmly slot the ball into the empty net.

2. THE POACHER'S GOAL

Goal poachers like Gary Lineker are renowned for their runs and the strikers in *Ronaldo* will do the same. They make intelligent runs to escape their markers and, if you play the perfect through ball, you will find your striker in acres of space.

The run that usually culminates in a goal is a near post run. To find the striker in this position, sprint down the wing again, cut inside and play a diagonal through ball when you're at the corner of the penalty area.

Your striker will dart towards the ball and pick it up at the edge of the six yard box. Now all you have to do is shoot first time to slip the ball underneath the keeper and into the far corner. What a goal!

3. THE TEAM MOVE

You have to keep a cool head to score when you're one on one with the keeper. If you shoot too early the keeper will save it; too late and he'll rush out and whip the ball off your feet. So, when you're in this position, remember what we told you in the masterclass.

However, it can take a lot of work to get into this position, and you need to start passing and moving from the back. Throw the ball out to your full back and pass the ball to your centre back (if you throw the ball to your centre back, you may be tackled). Then pass the ball forward to your midfielder, sprint forward and wait for your striker to make a run. Now play a straight through ball between the centre backs and take it on. If you hold right, your player will now slot it into the corner of the net. Make sure you never hit the ball across the keeper as it will be saved.



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THE **TOP 50** GOLD MEDAL **GAMES**



THE **TOP 50** GOLD MEDAL GAMES

THE TOP 50 GOLD MEDAL GAMES

Playstation games are great. Sports PlayStation games are even better. But get in a group of chums, a PlayStation and a videogame copy of your favourite sport and the fun will literally never stop. But which sport to choose. Fishing? Ice hockey?

Tennis? And – more importantly – which game to choose. *Big Ol' Bass Fisherman's Bait 2* may be great, but there are 49 other games out there that are even more fun. Which ones? Read on, impatient!

50 BIG OL' BASS FISHERMAN'S BAIT 2

PUBLISHER Konami
GENRE Fishing
PLAYERS 1-2

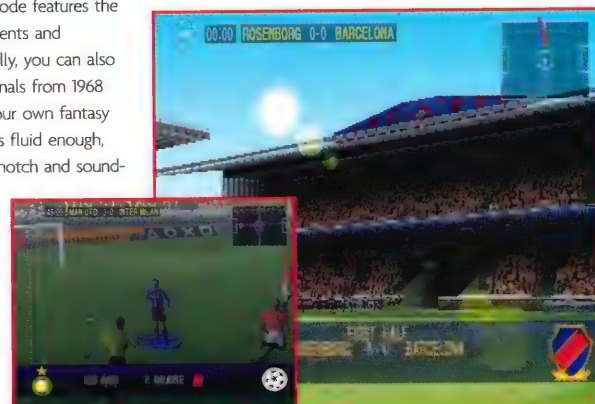
Now this may sound about as likely as an airborne pig, but *Fisherman's Bait 2* is remarkably good fun. The transparent water effects are superb, and one of the fish seem genuinely angry, but the real lure is the intuitive control system – you'll twist your thumbs into premature arthritis. It may be a bit low on realism, but who in their right mind would want to sit motionless on a riverbank waiting thirty minutes for a single bite?



49 UEFA CHAMPIONS LEAGUE SEASON 99/2000

PUBLISHER Eidos
GENRE Football
PLAYERS 1-2

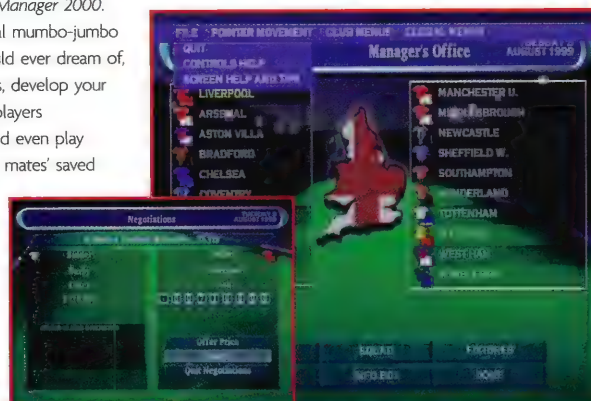
The official UEFA Champions League game featuring 32 of Europe's premier clubs. Single-player mode features the usual mix of tournaments and exhibitions. Fantastically, you can also recreate any of the finals from 1968 onwards (or create your own fantasy final). The gameplay is fluid enough, the graphics are top notch and sound-wise there's top commentary from footy pundits Bob Wilson, Clive Tyldesley and Kevin Keegan, plus slick presentation throughout. Nice.



48 PLAYER MANAGER 2000

PUBLISHER Anco
GENRE Manager Sim
PLAYERS 1

It's time to don that old sheepskin overcoat with *Player Manager 2000*. Featuring more tactical mumbo-jumbo than Alan Hansen could ever dream of, you can design tactics, develop your players, buy and sell players throughout Europe and even play friendlies against your mates' saved teams. The transfer market is a bit erratic at times, but even so – *Player Manager 2000* will pit your footballing wits to the bitter end and beyond.



47 VIVA FOOTBALL

PUBLISHER Virgin
GENRE Football
PLAYERS 1-2

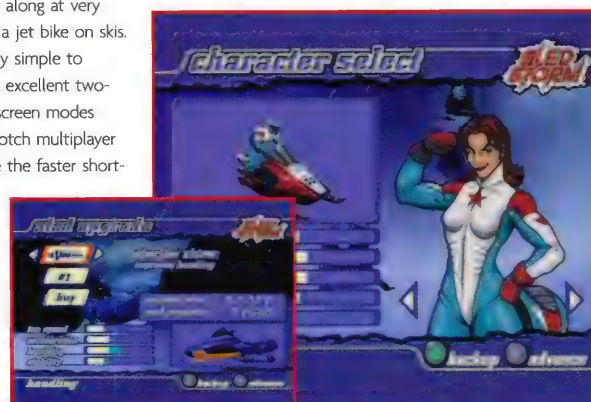
We should all doff our hats to *Viva Football* for at least trying to do things differently via a power-bar based passing and shooting game. The longer you hold the Pass or Shoot button, the harder the kick. Combined with a huge database of teams and players and the comprehensive management set-up, you have to admire *Viva Football* for this trail-blazing attempt, even if at the end of the day, it doesn't quite work. Nice try fellows.



46 SLED STORM

PUBLISHER EA
GENRE Jet-Sledges
PLAYERS 1-4

Sled Storm gives you the unique opportunity to career along at very speed, over snow, on a jet bike on skis. The sleds are relatively simple to manoeuvre, while the excellent two- and four-player split-screen modes make for some top notch multiplayer madness: do you take the faster short-cut and risk missing the jump, or play it safe down the fairway? *Sled Storm* is the perfect game for a quick powder spray down the mountainside.



45 STREET SK8TER 2

PUBLISHER EA
GENRE Skateboarding
PLAYERS One

Everything you'd expect from a high class skateboarding sim is here – it features shedloads of tricks, each as intuitive to pull off as tying up your shoelaces, while the graphic engine adds a whole bunch of realism to the strictly play-for-fun gameplay. The street, skatepark and ramp arenas aren't quite as inviting as they are in *Tony Hawk's*, but you could do a whole lot worse than grabbing a copy of *Street Sk8er 2* and getting radical.



THE TOP 50 GOLD MEDAL GAMES

44 NHL '99

PUBLISHER EA Sports
GENRE Ice Hockey
PLAYERS 1-4

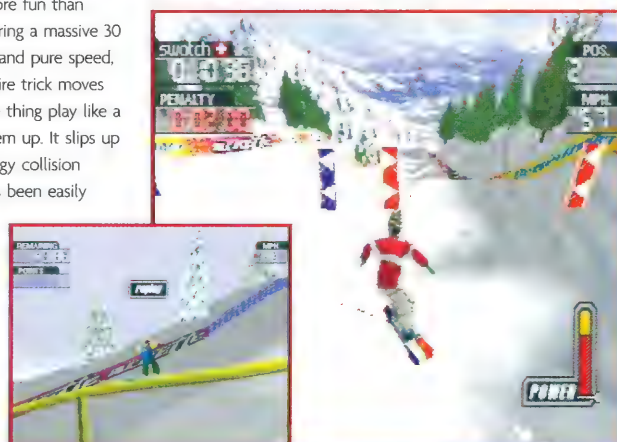
What we have here is an ice hockey game which a) looks fantastic, b) plays well, with top notch artificial intelligence, c) features a well-adjusted learning curve, with a versatile control method and, d) is bang up to date (well, it was a year ago). The only downside is that the nature of the sport prolongs matches, but if it's the thrills and spills of the ice hockey arena that you're after you can't go wrong with this title. N-ice.



43 COOLBOARDERS 3

PUBLISHER SCEE
GENRE Snowboarding
PLAYERS 1-2

By far the best of the *Coolboard* series – oddly more fun than number 4 by offering a massive 30 tracks. Some demand pure speed, while others require trick moves making the whole thing play like a high speed beat 'em up. It slips up a little on its dodgy collision detection and has been easily superseded by the likes of *MTV Snowboarding*, but for pure adrenaline fun, *Coolboarders 3* more than delivers the goods.



42 RALLY CHAMPIONSHIP

PUBLISHER EA
GENRE
PLAYERS 1-2

Rally Championship is indeed a veritable feast for the eyes, with excellent car models and track detail, all this while moving along at a rate speedier than a hare on rollerblades. There are loads of tracks and cars to choose from and three usual race modes are available for play: Championship, Arcade and Time Trial. The two-player mode is decent enough, even if it does slow the game down. Not quite a classic, but it comes close.



41 CASTROL SUPERBIKE

PUBLISHER THQ
GENRE Motorbike
PLAYERS 1-2

There are two routes you can take with bike sims: go completely over the top, or get very serious. *Castrol Honda* takes the latter route, successfully making you believe that you're squeezing a mean beast between your legs with your ball sacks only inches away from the pot-holed tarmac. The graphics are great, although it never quite makes your heart race like a powersliding Lizard saloon, as it should.



40 NO FEAR DOWNHILL MOUNTAIN BIKING

PUBLISHER Codemasters
GENRE Mountain biking
PLAYERS 1-4

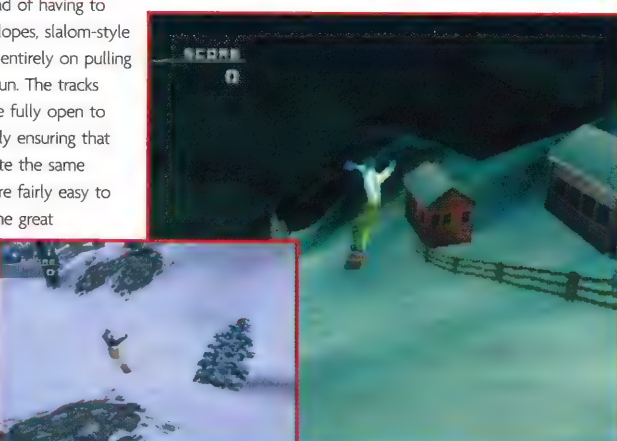
Set in 11 worldwide locations, this extreme racer sees you hightailing it past the rolling Yorkshire countryside, across Morocco and through San Francisco. Each course is littered with obstacles and other riders who will do their utmost to beat you. Success tends to lie with how well you know the courses rather than in any test of skill or balance, but even so, the high-speed and vicious AI make for a great game indeed.



39 MTV SNOWBOARDING

PUBLISHER THQ
GENRE Snowboarding
PLAYERS 1-2

Fantastically, instead of having to peg it down the slopes, slalom-style – the emphasis is entirely on pulling tricks and having fun. The tracks vary nicely, and are fully open to exploration, sensibly ensuring that no ride is ever quite the same twice. The tricks are fairly easy to pull off – and some great combinations can be had by linking together successive tricks. It's a tad shallow, but great fun nonetheless.



THE TOP 50 GOLD MEDAL GAMES

38 THIS IS FOOTBALL

PUBLISHER SCEE
GENRE Football
PLAYERS 1-8

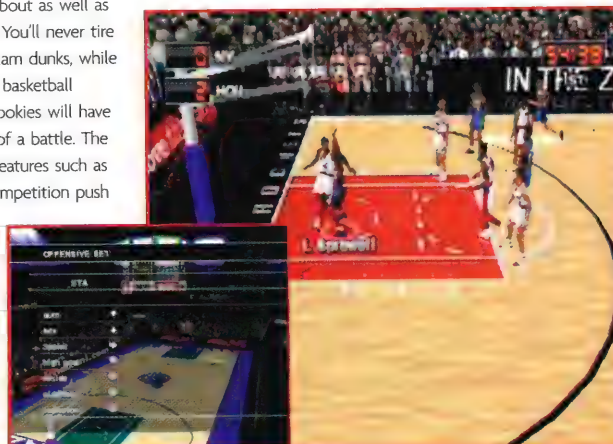
This is Football tries very hard to press the button marked 'authentic'. All the team names and players are spot on, and hey they all look like their real-life counterparts, as well as being fully customisable – so if your favourite players dies his hair bright green you needn't fret. Visually, there's a great amount of detail and texture, and the wealth of options available is highly commendable – as is the actual football.



37 NBA LIVE 2000

PUBLISHER EA Sports
GENRE Basketball
PLAYERS 1-2

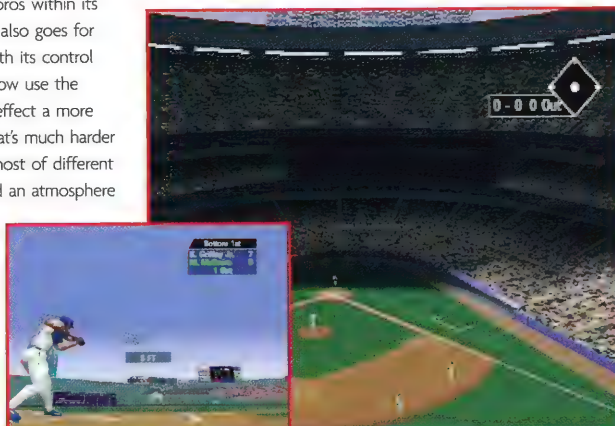
All the glitz and excitement of the NBA is recreated about as well as it's possible to do. You'll never tire of the cut-scene slam dunks, while the very nature of basketball means that even rookies will have a right ding-dong of a battle. The addition of extra features such as the three-point competition push your ball skills to the limit. Even if you don't really care about basketball, *NBA Live 2000* still proves to be a hearty laugh indeed.



36 TRIPLE PLAY 2000

PUBLISHER EA Sports
GENRE Baseball
PLAYERS 1-4

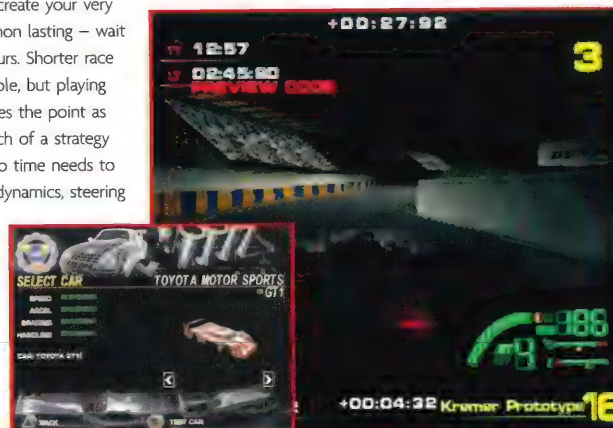
Not only does *Triple Play 2000* boast all the real pros within its teaming rosters, it also goes for something new with its control system. You can now use the square button to effect a more powerful swing that's much harder to target. With a host of different camera angles, and an atmosphere so realistic you can almost smell the hot dogs, if baseball is your bag then *Triple Play 2000* is bound to be a bit of a winner.



35 LE MANS 24 HOURS

PUBLISHER Infogrames
GENRE Driving
PLAYERS 1-2

Le Mans 24 Hours gives you the opportunity to recreate your very own racing marathon lasting – wait for it – for 24 hours. Shorter race options are available, but playing them almost misses the point as *Le Mans* is as much of a strategy game as a racer, so time needs to be spent on aerodynamics, steering traction and tyres. It requires some quality investment, but stick at it and you'll be well rewarded with a fine racer.



34 DESTRUCTION DERBY RAW

PUBLISHER Psygnosis
GENRE Driving
PLAYERS 1-4

The first two *Destruction Derby* games were fair attempts at simulating this most car-nage-based of racing events, but, in the words of D:Ream, things have only got better. *Destruction Derby Raw* offers play options by the truck-load and is spread over a whopping 31 tracks, spanning everything from concrete bowls to skyscraper rooftops. Stir in 24 cars and *Destruction Derby Raw* does the business big time.



33 TIGER WOODS 99 PGA TOUR GOLF

PUBLISHER EA Sports
GENRE Golf
PLAYERS 1-4

Tiger Woods looks the part, and is extremely simple to pick up. The five courses are well designed (based on real venues) and, this being an EA title, the range of options available is immense. It's got all the proper players in too – from the Tigermeister himself, to, er, well – all the other famous golfers you'd expect. *Everybody's Golf* does things a little better, but if you really want to bring out the Tiger in you (and you!), look no further.



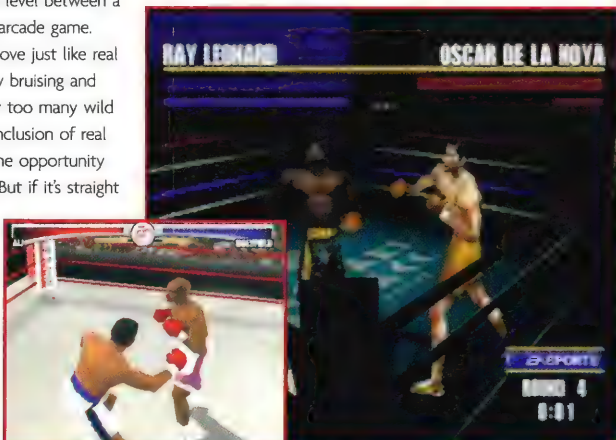
THE TOP 50 GOLD MEDAL GAMES

32 KNOCKOUT KINGS 2000

PUBLISHER EA Sports
GENRE Boxing
PLAYERS 1-2

Knockout Kings 2000 manages to sit at just the right level between a simulation and an arcade game.

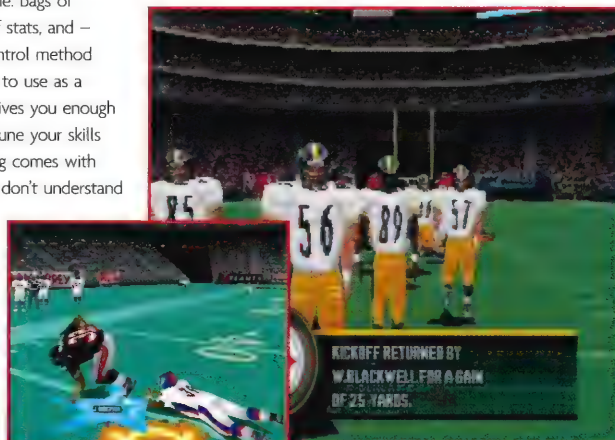
The combatants move just like real fighters, realistically bruising and tiring if they throw too many wild punches and the inclusion of real boxers gives you the opportunity to change history. But if it's straight no-nonsense boxing you're after, head straight for the awesome slugfest. *Knockout Kings 2000* certainly punches butt.



31 MADDEN NFL 2000

PUBLISHER EA Sports
GENRE US Football
PLAYERS 1-2

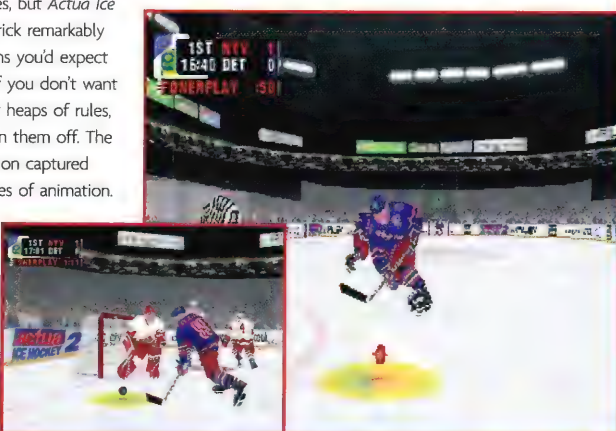
Madden has got all the EA traits of a great sports game: bags of options, tonnes of stats, and – best of all – a control method that is as intuitive to use as a toilet brush, but gives you enough control to finely tune your skills and style. The snag comes with the rules – if you don't understand the real game, you're not going to get very far, but if you want American Football on your PlayStation, you can't go wrong with *Madden*.



30 ACTUA ICE HOCKEY 2

PUBLISHER Gremlin
GENRE Ice hockey
PLAYERS 1-2

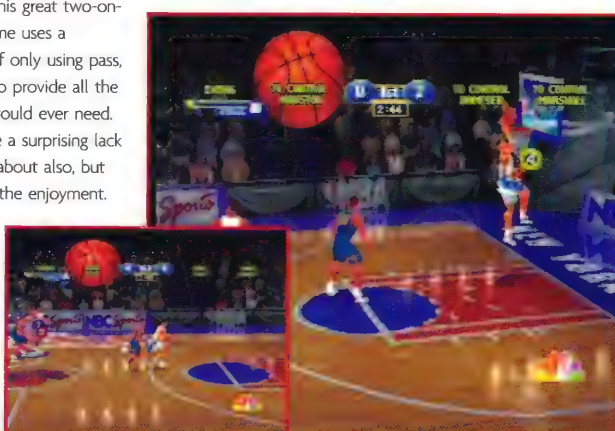
Ice hockey may not be the most cerebral of pastimes, but *Actua Ice Hockey* does the trick remarkably well. All the options you'd expect are available, and if you don't want to be buried under heaps of rules, you can simply turn them off. The players are all motion captured with loads of frames of animation. The licence may not be official, but even so – *Actua* plays a mean game of ice hockey, and that's what really counts.



29 NBA SHOWTIME: NBA ON NBC

PUBLISHER Midway
GENRE Basketball
PLAYERS 1-4

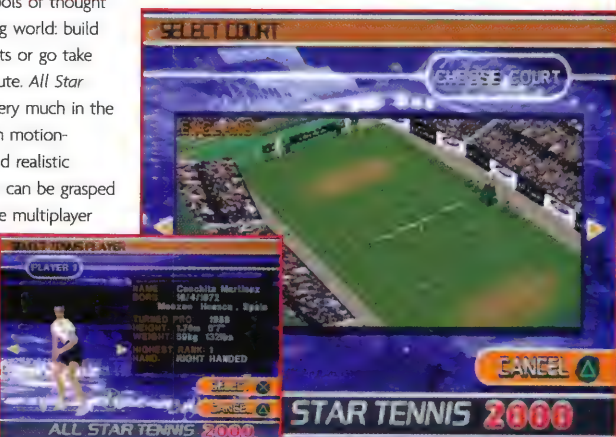
Fast, action-packed and ridiculously easy to get into, this great two-on-two basketball game uses a winning formula of only using pass, shoot and turbo to provide all the ball control you would ever need. There seems to be a surprising lack of rules to worry about also, but that only adds to the enjoyment. A realistic basketball sim, then? No, not really. But a great lot of fun to be had nonetheless? Yes indeed. It's showtime!



28 ALL-STAR TENNIS 2000

PUBLISHER Ubi Soft
GENRE Tennis
PLAYERS One

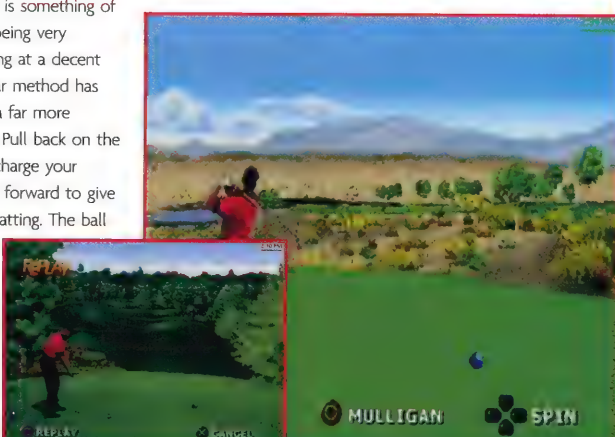
There are two schools of thought in the tennis gaming world: build cartoon knockabouts or go take the chin-stroke route. *All Star Tennis* finds itself very much in the latter category, with motion-captured players and realistic physics. Its controls can be grasped very quickly and the multiplayer set-ups are commendable. The AI can prove a bit dodgy at times, but rope in some human competitors and you're laughing.



27 TIGER WOODS 2000

PUBLISHER EA
GENRE Golf
PLAYERS 1-4

Tiger Woods 2000 is something of a golfing novelty, being very playable and moving at a decent pace. The powerbar method has been replaced by a far more intuitive approach. Pull back on the analogue stick to charge your swing, then slam it forward to give the ball a good twatting. The ball physics are excellent, while the ease of use makes *Tiger Woods* as polished a sports game as they come.

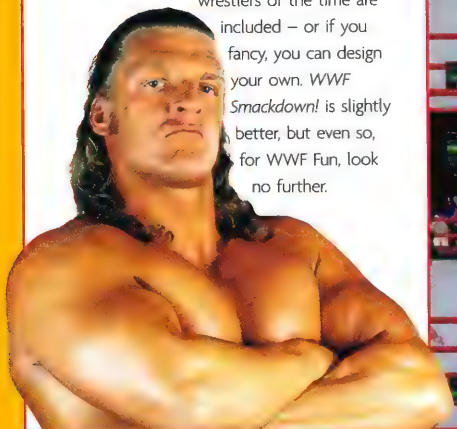


THE TOP 50 GOLD MEDAL GAMES

26 WWF ATTITUDE

PUBLISHER Acclaim
GENRE Wrestling
PLAYERS 1-2

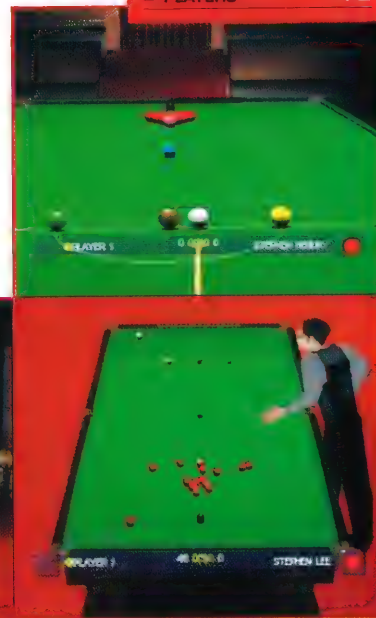
WWF Attitude definitely features the playability and looks to back up its posturing. The nice thing is that you always know what you are doing, and every move is beautifully choreographed, flowing into the next like some steroid-fuelled salsa of death. All the WWF wrestlers of the time are included – or if you fancy, you can design your own. WWF Smackdown! is slightly better, but even so, for WWF Fun, look no further.



25 WORLD CHAMPIONSHIP SNOOKER

PUBLISHER Codemasters
GENRE Snooker
PLAYERS 1-2

'Snooker loopy nuts are we, me and I'm and I'm and me.' Featuring in-game likenesses of all the famous snooker players, the key to World Championship's success is threefold: the atmosphere, with convincing backgrounds, commentary, and all the TV angles; accuracy, with a physics model that would have your Physics teacher beaming through his beard with pride; and a superb control interface that's so simple it's almost laughable. Superb stuff.



24 PREMIER MANAGER 2000

PUBLISHER Infogrames
GENRE Manager Sim
PLAYERS 1

A few niggles need to be overcome before you can start to extract the maximum fun out of Premier Manager 2000. The transfer market is more than a little timid, and if you want to watch the commentary there's no option to view the highlights afterwards. However, the strength and depth of actual football management on offer more than sets the record straight, putting Premier Manager 2000 right up there with the best of them.



23 JIMMY WHITE'S 2: CUEBALL

PUBLISHER Virgin
GENRE Snooker
PLAYERS 1-2

Nothing if not comprehensive, Cueball 2 offers not only snooker and pool, but also a one-armed bandit, darts, draughts and arcade cabinet with a pixel-perfect conversion of the classic Commodore 64 blaster DropZone. An intuitive control system and suitably bright and cheerful graphics up the snooker stakes, while the physics are so realistic that playing this will actually improve your real-life game. A virtual pub's worth of games all in one title.



22 V-RALLY 2

PUBLISHER Infogrames
GENRE Driving
PLAYERS 1-4

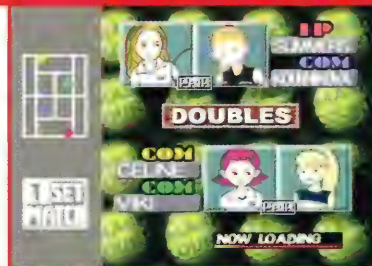
Matching V-Rally 2's hard driving experience is a series of gruelling gameplay options. Should you tire of the single-player experience, there are excellent two- and four-player split-screen modes too. Other merits come by way of the fabulous graphics, the huge choice of cars and the easy-to-use track editor. V-Rally 2 is a consummate rally simulation packed with gloriously engaging detail.



THE TOP 50 GOLD MEDAL GAMES

21 ANNA KOURNIKOVA'S SMASH COURT TENNIS

The glamorous star of woman's tennis in a quirky, very Japanese videogame. Yet the obvious display of arcade mastery immediately aces its rivals through sheer playability, revelling in unusual aesthetics and instant gratification. The graphics are charming and funny, and while you may sneer at the lack of technical muscle, *Smash Court Tennis* is as sublime as it is fun.



PUBLISHER Sony
GENRE Tennis
PLAYERS 1-4

20 THRASHER: SKATE & DESTROY

PUBLISHER Rock Star
GENRE Skateboarding
PLAYERS 1-2

From the onset, *Thrasher* arms you with the baseline tricks you need to turn the urban terrains of the game into playgrounds of self-expression. Take your pick from six skaters, then ride over to your chosen turf, complete with ledges, handrails, ramps and grindable surfaces that skaters only dream of. The key to *Thrasher* is that it's so damn realistic – before long, it'll really feel like you have experienced much of the frustration and exhilaration of the real thing.



19 EVERYBODY'S GOLF 2

PUBLISHER Sony
GENRE Golf
PLAYERS 1-4

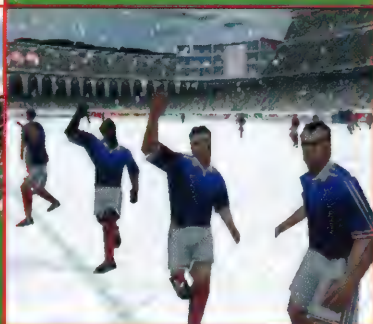
Rather than being a straight forward sim, *Everybody's Golf 2* takes the wacky tack of featuring cartoon-style characters, pulling the whole thing off surprisingly well. New players and courses can be accessed by winning matches and tournaments. The multiplayer games are particularly fine, making for some fierce golfing battles. The quickest route to total domination is to get your short game going, but in this game practice is far from a chore.



18 UEFA CHAMPIONS LEAGUE SEASON 98/99

PUBLISHER EIDOS
GENRE Football
PLAYERS 1-2

Strangely, the pitches in *UEFA* seem a little 'stodgier' than in *World League Soccer* (the forerunner to this title), but the genius of move combos and the variety of options is still outstanding. Almost anything is possible: firing 40-yard passes to feet, drifting a ball to the wing, looping a shot from outside the box or volleying home from an acute angle. A few niggles upset but manage to avoid hampering the action too much. Overall it's a fine title.



17 ROLLCAGE 2

PUBLISHER Psygnosis
GENRE Driving
PLAYERS 1-2

Rollcage 2 is a sci-fi racing sim set across a mix of extra-terrestrial industrial tracks. Its futuristic vehicles manage to defy gravity, as they race across walls and tunnel through ceilings. The attention to detail has gone all out to make *Rollcage 2* a bit special, with 16 styles of play, some 65 courses, and an insane Pursuit mode. *Rollcage 2* is an undisputed cracker, ranking alongside *Wip3out* as one of the PlayStation's fastest and most hectic driving experiences.



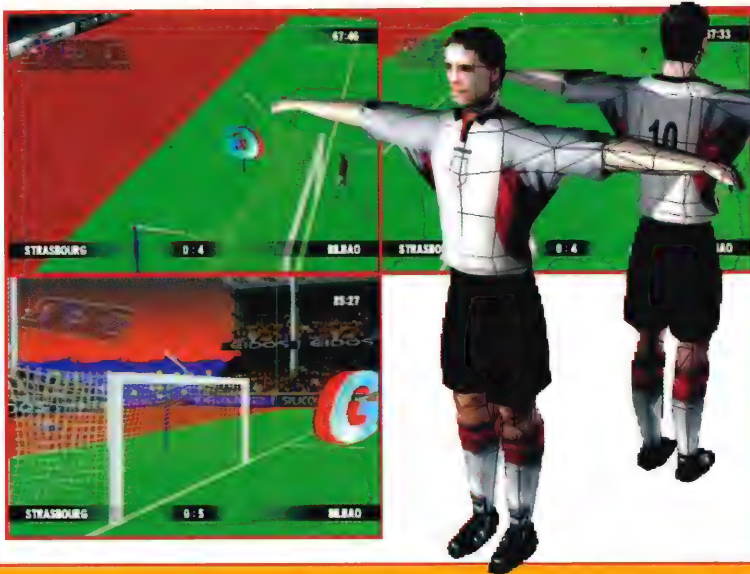
THE TOP 50 GOLD MEDAL GAMES

16

MICHAEL OWEN'S WORLD LEAGUE SOCCER

PUBLISHER EIDOS
GENRE Football
PLAYERS 1-2

It may look on the surface to be a graphically a little on the average side, with frighteningly poor presentation, and motion capture so frail you can only assume it was created at a retirement village. However, WLS still plays a blinding game of footy, soon relegating any initial worries you may have had clean out of the league. What's most staggering is the sheer amount of things to learn. *ISS Pro* aside, there's never been a game that grasps the premise of football so well: the back post header is as much at home in WLS as the half-volley, while there's just as much chance to shimmy past opponents as there is to pin-point a 40-yard pass. WLS is as close to the real thing as you'll ever get, and ten times the fun.

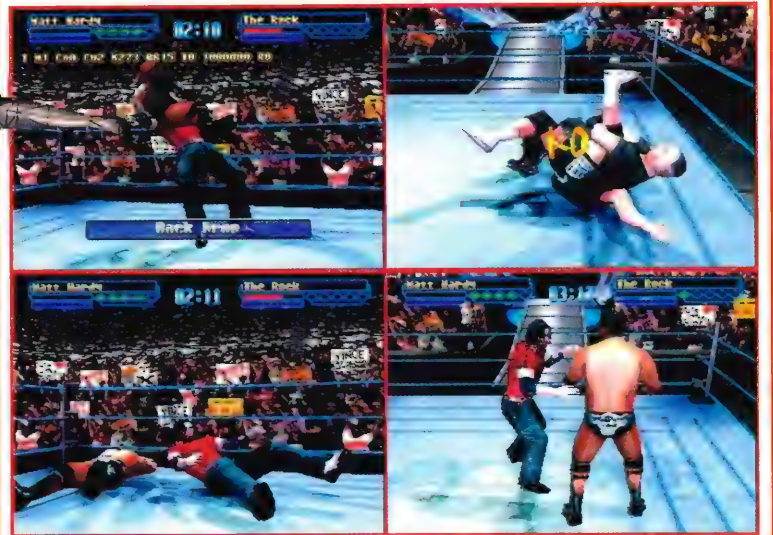


15

WWF SMACK DOWN!

PUBLISHER THQ
GENRE Wrestling
PLAYERS 1-4

Let's get ready to rumble! *WWF Smackdown* features a dazzling array of game options and modes, with everything from a simple bout of fisticuffs to a full on battle royale complete with an interfering ref. All your WWF favourites are here – The Rock, Triple H, Stone Cold and of course Mr Ass to name but a few. For once, the wrestlers actually look like they're getting a good kicking – faces bleed, outfits get messed up, and bones sound like they are crunching. However, it's slightly annoying that after dropping the fat lads on their heads, kicking them around the ring and slamming them into posts, you can just lie on their sweaty chests for the count of three to be declared the winner, but even so, *WWF Smackdown* remains by far the best wrestling sim to date.



14

FIFA SOCCER 2000

PUBLISHER EA
GENRE Football
PLAYERS 1-4

Undoubtedly the best in the long-running *FIFA* series, with a streamlined front-end, a new season to play, and a handy new system for set plays. However, it's *FIFA*'s control system which continues to elicit the loudest whoops of joy from all who take part. Play for a duration and its depth becomes apparent: your own players are no more stupid than the average Premier League star, and the CPU is sparkling. Graphically, *FIFA 2000* is flawless, with all the atmosphere and stadium detail being perfectly recreated pushing the PlayStation to new limits. *FIFA 2000* remains one of the most high profile players on the pitch – so much so that if it was footballer, it would be married to a Spice Girl.



13

WIP3OUT: SPECIAL EDITION

PUBLISHER Psygnosis
GENRE Driving
PLAYERS 1-2

This *Special Edition* is basically *Wipeouts* 1 through 3 all together in one handy package, making for the greatest version to date. As well as making graphical improvements, *Wip3out*'s snazzy new game engine allows the use all of the third incarnation's game features and weapons on tracks from the first two games. Another great improvement is the addition of analogue control (the first two *Wipeouts* being released before Dual Shock was even a gleam in the developer's eye). The only slight moan (and we're really nit picking here) is that there's a distinct lack of new music in this special edition, all the tunes having been lifted straight from *Wip3out*. Apart from that slight niggle it's definitely top stuff all the way!



THE TOP 50 GOLD MEDAL GAMES

12 LMA MANAGER

PUBLISHER Codemasters
GENRE Football
PLAYERS 1-2

One of the best management sims on the PlayStation, *LMA Manager's* attention to detail is second to none, all the real players from the Football League are here and playing in their correct positions. Unlike most management sims completing a season within *LMA* doesn't require you to drop out of the rest of your life. Mini challenges also prove hugely entertaining, and the live action is head and shoulders above the competition, giving you all the chances to make all the substitutions and tactical changes when necessary. There's even a *Match of the Day*-style highlight programme where you can see your goals in hi-res, while Alan Hansen gurgles his usual brand of Scottish nonsense in the background. Fine footballing indeed.



11 F1 2000

PUBLISHER EA Sports
GENRE Driving
PLAYERS 1-2

The official licence means that – for a start – all the teams in *F1 2000* are up to date – up to the beginning of the 2000 season, at least – and in an F1 game more than anything, this is vital. A splendid array of race and car options are available in the game, but *F1200's* real achievement is that it actually allows you to feel like you are taking part in a Formula One Grand Prix, with a believable feeling of speed, the actual livery of the cars themselves, and TV-style coverage with replays so good your retinas won't believe what they are seeing. The two-player mode is disappointingly drab – and there's no sign of Mr F1 himself, Murray Walker – but even so, *F1200* should drive F1 enthusiasts into a petrol-sniffing frenzy.



10 TOCA 2

PUBLISHER Codemasters
GENRE Driving
PLAYERS One

What makes *TOCA 2* such a great game is that it's as accurate a simulation of touring car racing as you could hope for, as well as being a manic arcade racer. The main circuits are set in England and Scotland and look fantastic, having been accurately modelled from the real things. The cars handle differently, and can be tweaked to accommodate individual driver's needs. There's a split-screen two-player mode too – the most disappointing omission from the first *TOCA* game. The speed that the game cracks along at with two players and 16 other cars on screen at the same time is quite phenomenal, and the graphics are colourful and hi-res. You're going to have to stick at *TOCA 2* to make the most of it, but do: as it's ace, and now – it's cheap.



9 COLIN MCRAE RALLY

PUBLISHER Codemasters
GENRE Driving
PLAYERS 1-2

Mr McRae's driving sim is definitely videogame rallying at its very best and most realistic. That holy grail – the feel of a car slipping and sliding through mud and grit – is realised here better than anywhere else you'll find, while the overwhelming feeling that you are playing a dirty *Gran Turismo* has stood the test of time remarkably well – even in the light of day of the newer version, featured higher up in our chart. With its clear, crisp graphics, vast array of driving teams from Subaru to Ford, and plenty of sprockets and the like to mess about with (if car mechanics is your bag) and – perhaps most importantly, out for £20 on Platinum – *Colin McRae* is still as much an essential a purchase now as it was the day it came out.



THE TOP 50 GOLD MEDAL GAMES

8 TONY HAWK'S SKATEBOARDING

PUBLISHER Activision
GENRE Skateboarding
PLAYERS 1-2

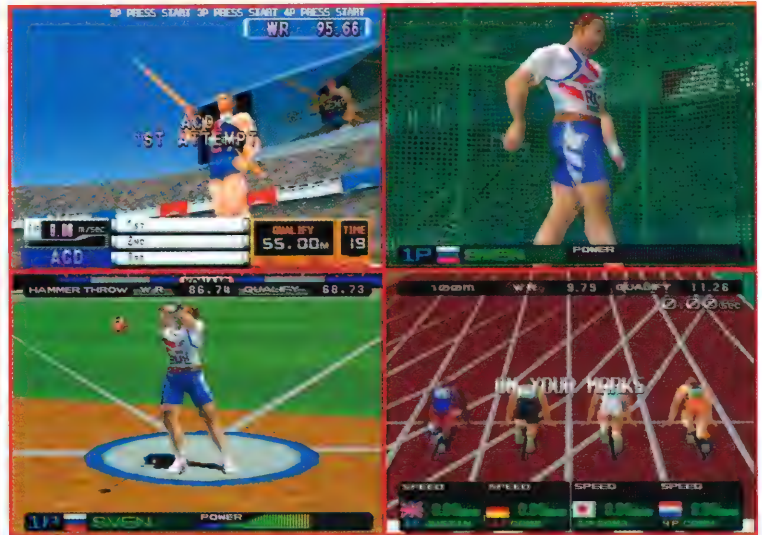
Without a doubt the finest skateboarding simulation in the world ever (well, at least until Tony's second version rears its gnarly head). The good Mr Hawk's skateboarding vision is spot on, the game's street courses, ramps and parks will see you tying your fingers in knots as you try for bigger and better tricks. Skate against harsh time limits, or hone your skills at your leisure in one-player mode. Test your mettle in the tremendous two-player Graffiti mode, where you 'paint' the track by pulling tricks. Stick at it, and *Tony Hawk's* will rock your skateboarding socks off. All the thrills and spills of the skateboarding circus direct from the comfort of your own armchair (plus without the fear of breaking any bones).



7 INTERNATIONAL TRACK & FIELD 2

PUBLISHER Konami
GENRE Athletics
PLAYERS 1-4

After many years out in the wilderness, *International Track and Field 2* sees the happy return of the only control method that any self-respecting athletics game should use – the waggle: the technique of waggling your joystick as fast as physically possible. It's a versatile control method, however, and fully suited to *International Track and Field 2*'s wide range of events. The 100 metres, for example, required no technique, just speed. Long jump, pole vault and hammer contents rely more on timing, while weightlifting is a mighty test of strength – and of the sturdiness of your joypad, naturally. There's no doubting that the game looks great, and with a bunch of mates in tow, this can prove one of the most chortlesome videogame experiences known to man.



6 RIDGE RACER TYPE 4

PUBLISHER SCE
GENRE Driving
PLAYERS 1-2

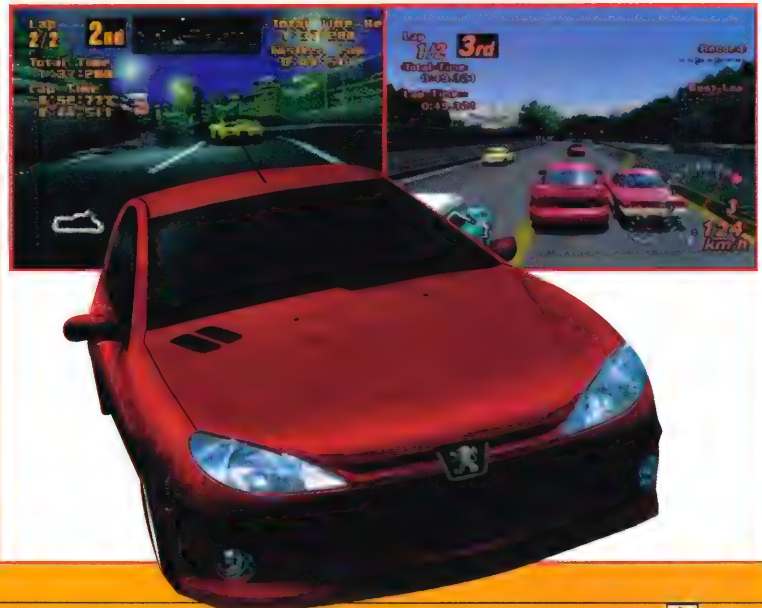
A strict arcade blast, *Ridge Racer Type 4* isn't worried about pesky real world inconveniences. It's an 'arcade racer' through and through, fast, frantic and exceptionally stylish. Set in an almost not-to-distant alternative reality, where vast skyscrapers nestle next to winding mountain passes and traffic only ever seems to go in one direction. Like its predecessors, *R4* features an entirely fictional cast of cars and tracks, each a sublime combination of straights and bends. There may only be eight tracks to race and four teams with which to do so – but *R4* is competing in a completely different race to *Gran Turismo*. It's the hippest, snappiest, sexiest arcade (with the emphasis definitely on the word arcade) Playstation racing game ever.



5 GRAN TURISMO

PUBLISHER Sony
GENRE Racing
PLAYERS 1-2

Until *GT2*, this incarnation was easily the best racing game ever. And now, thanks to Sony's generosity, it's only £20. Almost too classy to be sold at this knockdown price, *GT* fulfils its Italian chat-up line with such a degree of finesse that relegates most other racers to the bargain bins of *Auto Trader's* small ads. The staggering replays alone are impressive enough, but it's the gameplay that means that you'll never tire of *Turismo's* charms. Perhaps more than any other racer, *GT* has been designed as an all-encompassing driving experience. Foot-to-the-floor arcade and two-player games are balanced with an incredibly deep tune-up simulation for you to dive into, gently at first, but soon with a passion that'll have you customising spoilers in your sleep.



THE TOP 50 GOLD MEDAL GAMES

4 TOCA WORLD TOURING CARS

PUBLISHER Codemasters
GENRE Racing
PLAYERS 1-4

Rally drivers might have all the fun – they're paid millions of dollars, date beautiful women and travel round the world on luxury jets. But at least, when it comes to the driving, you can join in too. *TOCA WTC* is the latest in Codemasters' excellent *TOCA* series, and the best racing to be had on the PlayStation to date. Delivering on the driving front with great aplomb, with 12 cars per race, cheek-flapping speed, and a handling that is completely spot-on. The weather also makes a pleasing difference: when it's sunny, driving is at its easiest, but try doing the same in a downpour and it becomes an entirely different matter. On top of this, you've got more options than Michael Schumacher has trophies on his mantelpiece and all the usual race modes including an excellent four-player split-screen option. Best yet, you can now smash up your (and your opponent's) cars. Shunt someone from behind and the chances are that your bumper will come lose and scrape along the track, sparking, giving you more drag and slowing you down. It's just pipped at the graphical post by *Colin 2* and *Gran Turismo 2*, but like *Quality Street*, everyone has their favourite, and *TOCA WTC* may well be yours.



3 COLIN MCRAE RALLY 2.0

PUBLISHER Codemasters
GENRE Driving
PLAYERS 1-2

The follow-up to the best dirt-based driving game ever, made so great by the downright dirty and dangerous feel of the racing action. The cars themselves are incredibly detailed, displaying real-time damage as you crash and bang your way around the courses. The convincing feel of the racing dynamics is aided considerably by a graphical performance that puts *Colin 2.0* quite a few miles ahead of its predecessor. The courses are equally impressive with bags of trackside detail and picturesque interactive scenery. In terms of gameplay, the sequel's main selling point is a new arcade mode allowing you to race head-to-head against up to five other vehicles. In this respect, *Colin 2.0* leaves *Gran Turismo 2*'s head-to-head rallying levels floundering on the starting grid. Additional modes include a



time trial, where you can race against your previous records in the form of a ghost car. And we haven't even mentioned the AI yet, that is so eerily believable that you'd think they'd actually squeezed a mini Colin into your PlayStation, just like the little man who turns on the light when you open your fridge. *Colin McRae 2.0* is fantastic stuff indeed, untouched in every way in its own very, very muddy field.



2 GRAN TURISMO 2

PUBLISHER Sony
GENRE Driving
PLAYERS 1-2

The best driving game on the PlayStation without a shadow of a doubt. What makes it so just incredibly addictive is the sheer amount of depth within the game. Apart from the racing you could spend weeks changing pretty much anything about your machines you fancy, from fitting new tyres, tweaking the suspension or getting a new spray job. In addition to that there's a vast array of different car showrooms to wander around, where you can pick up anything from an classic Aston Martin to a modified Toyota Supra. But when all's said and done, it's when you get out on the track to test your racing metal that *Gran Turismo 2* shines like the true star that it is.

The tracks you get to ply your trade on are terrifically well thought out. Early in the game, there's plenty of room for driver error, with walls waiting to bounce you back on course, but later on, your driving skills will have to be as accurate as a speeding bullet to ensure racing success. The graphics, meanwhile, are nothing short of breathtaking. And once you've got your breath back, you'll find that you lose it all over again as you start up the replays, which in themselves can prove as much fun as the racing itself. If you were to be sent to a desert island and were allowed to take your PlayStation, a telly, a very, very long extension lead, and only one game, *Gran Turismo 2* – with its infinite replayability and wealth of different options may well be the one to choose.



1 ISS PRO EVOLUTION

PUBLISHER Konami
GENRE Football
PLAYERS 1-4

So. The number one best sports game of all time.

It could have been *Gran Turismo 2*, with its Motor Show-full of cars, gut-churningly realistic gameplay, and eye-popping graphics. Maybe your tendencies lie in the other direction, and you prefer your driving a little more on the simulation side, like in *TOCA World Touring Cars*, or a little more muddy, like in *Colin McRae 2*.

But, no. There is one passion greater than driving, that from small boy though grown adult, from the cradle to the grave, we all love.

Football.

And in the case of PlayStation games, there can only be one football game to be seen playing – the unquantifiably fantastic *ISS Pro Evolution*, a game so great, that you could take every single one of the other 49 games mentioned in this countdown, lock them in a big metal box, throw it into the sea never to be seen again and still be happy with a PlayStation, a copy of *ISS Pro Evolution* and – most importantly of all – some electricity.

The first thing that strikes you about *ISS Pro Evolution* is the incredible amount of options. You can choose from all the international squads, change settings for day/night, golden goals and penalties, even the type of stadium. Then you can mess about with your squad in the formation editor – including the individual position of each player – before tackling the daunting strategy editor, where you can set off-side traps, ask your central defenders to join in attacks, or adopt a dizzying array of other tricks of the trade.

Or, you can just play football. And it doesn't get any better than this. The graphics are superb, with silky-smooth motion-captured players who trap the ball, hold their heads when they miss chances, roll over dramatically when fouled or try to pull players back by holding their shirts.

The 3D zoom-in-and-out replays are simply marvellous, made all the better by the TV-style instant replays that pop up after brutal fouls or heart-pumping goalmouth clashes. All the passing moves that were in *ISS 98* have been improved. The through-balls, chipped passes and skill such as the one-two and low shot-cross have been tweaked to perfection. As in the real thing you really have to work out how to score goals, build up moves and switch tactics during a match.

But the most important part of any football game is the two-player game. *ISS Pro Evolution* is undeniably the most enjoyable and emotional two-player football game experience on any format. You and a friend could play ten games with the same teams and each match would have different patterns of play, refereeing decisions, crowd-pleasing moves and memorable goals.

As well as the exhibition matches, there's a



standard league mode, a cup competition that can be fully customised and a new Master league. This lets you play as a top Euro club team. You take part in a league and score points which you can then spend acquiring players for your team. And remember we're talking about a

PlayStation game here – not real life. The best PlayStation sports game ever, in fact. If you don't already own *ISS Pro Evolution*, put this magazine down, get to the nearest friendly software vendor, and damn well buy yourself a copy right now. You'll never, ever, look back.





WIN! THE TOP 50 BEST SPORTS GAMES IN THE WORLD, EVER!

So, you wouldn't believe the hassle we went through to compile this, the definitive list of sports games. We crammed every games writer in the office into a small room and refused to feed them until they came up with the list. No coffee, cake or fags! After a few hours and a couple of evictions (incredibly, some people wanted to put FIFA 2000 ahead of ISS Pro Evolution) some sort of list was produced. At first there were a few shocks but with a bit of thought we were happy enough to be able to present this as the 50 finest sports games PlayStation gamers can buy. Oh, and if you're wondering how come there are car games in the Top 50? Well, this was argument 1 - we decided that since it involved a race then it's pretty

much a sport. Hope this clears that bit up. All that is left for us now is to wish you good luck with the rather tough question and to beg you to only enter the competition once - we can see multiple entries a mile off. Good luck.

To enter, send a postcard to: Gold Medal Games, PSM, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW to arrive by 6/11/2000. Include your name, address, phone number, age and, if you are under 18, your parent or guardian's signature. Oh yes, and the answer to this question:

Q. How many years marriage are you celebrating at a Golden Wedding party?

Rules: No purchase necessary. The editor's decision is final, no correspondence will be entered into, multiple entries will be binned, no employees of Future Publishing or their associated agencies can enter and there is no cash alternative. Closing date is 6/11/2000. All usual competition rules apply. PLEASE send your entries in on postcards!

*The Top 50 Gold Medal Games represents what are, in the panel's opinion, the best PlayStation games of all time. Inevitably, despite the brilliance of these classics, some titles may no longer be on sale. We reserve the right to supply an alternative title or vouchers at its discretion when a particular game is no longer available. Them's the rules.

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PREVIEWS



Tony Hawk's Pro Skater 2 102

Strap on those trucks as the chairman of the board returns, looking better than ever.



Mat Hoffman Pro BMX 103

Two wheels goit, four wheels low. The team from Tony try life on the lumps and bumps.



Dave Mirra Freestyle BMX 103

Will extreme sports mean extreme sales for Dave? Or will it just be for stunt mists?



Ready 2 Rumble 2 104

A second chance to punch below the belt. Oh, and Michael Jackson's in it.



Ducati Life 104

Super smooth racing action. Could this be the game to do for bikes what GT2 did for motors?



LMA 2001 105

The glory, the sheepskin, the wages can all once again be yours with codemasters latest signing.



International Cricket Captain 105

Reckon you can do a better job than the current fella? Well, here's your chance to prove it. 'Owzat!



Tony Hawk's Pro Skater 2

Publisher: Activision

Developer: Neversoft

Number of players: One to two

Release date: September

Although Tony was once a stranger to these shores, his title has become the gold standard in smashed knees, and shredded shirts. Now this sequel has become one of the most eagerly awaited releases this year.

Neversoft's efforts certainly haven't been wasted with the Hawkster looking better than ever. The skaters are more detailed, the terrible 'fogging' has lifted and the action

has become even smoother. But woe betide anyone who makes a mistake, as the accidents are now more visceral. Fail to land an Ollie and the resounding crack of skull on concrete will spin your stomach and leave Tony looking like an ER extra.

But the improvements are not just visual, the play has also been uprated with a new move – the Manual. This enables Tony to make those tricky transfers and so pull off long chains of combos. If that wasn't enough to excite die-hard fans then surely the prospect of a character editor and park designer should have you adjusting your knee pads in anticipation. ■



Looking better than ever the sequel to last year's surprise hit has been packed with everything they couldn't cram into the first game. We can't wait



This year Tony will probably be the only extreme sports contender. A rare example of the sequel being better than the original. A bit like *Godfather II*...

Matt Hoffman's Pro BMX

Publisher: Activision

Developer: Rune Craft

Number of players: One to two

Release date: Autumn

Any title that takes inspiration, not to mention mechanical expertise from *Tony Hawk's* is clearly something to get excited about. Using the same engine that propelled Mr Hawk through all those boarding stunts, *Matt Hoffman's Pro BMX* is a chance to relive the eighties' biggest fad, under the watchful eye of the world champion himself.

There are four gaming modes on offer, from the serious world of the Career

Mode to the muddy good fun of the Dirt Track to the artistic aerial action of the Vert Mode. Each mode enables you to piece together combos from 50 basic moves augmented by three or four specialist tricks per rider. Your rewards for success will be new bikes, new areas and even a level editor to enable you to create the tracks that suit your style. Perfect for really showing what your mates what you can do.

Work is still at an early stage but with further two player options to come, Matt Hoffman could give even Tony Hawk a rough ride.



With that pedigree behind it Matt Hoffman looks like he could become as big a star as the Hawkster himself, regardless of other two-wheeled competition

With two wheels and the *Tony Hawk's* graphics engine we're expecting this to be right up there with the likes of the wonder skater for sheer playability

Dave Mirra Freestyle BMX

Publisher: Acclaim

Developer: Z-Axis

Number of players: One to two

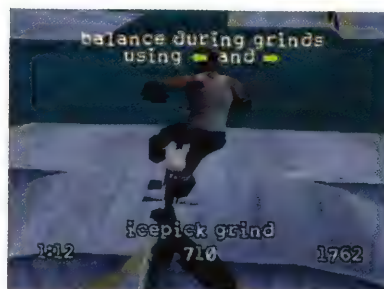
Release date: September

EOld rivalries never seem to die. The only opponent for *Tony Hawk's Skateboarding* crown was *Thrasher: Skate and Destroy* (Grind Session appeared much later). So as soon as Matt Hoffman pops on to the scene using Tony's engine then obviously along must roll Dave Mirra using the *Thrasher* system.

Ignoring such synchronicity, Dave Mirra offers ten

bikers the chance to ride through 12 environments ranging from simple dirt tracks of the start culminating in Dave's own Woodward course. Along the way on your career progression you develop your tricks, hone those skills and race in three arenas; vert, dirt and street.

The fluid animation highlights the gravity-defying stunts that Dave and friends seems to find so easy. Making those long combos easy to string together and with Stunt Nuts on the bike you can Superman, grind and table top until you have no skin left on your knees. Or, on your fingers either. Just get the plasters ready.



With good controls, Dave Mirra is more playable than Thrasher, but it in a crowded extreme sports market it seems the outsider

Then along come three. For four years no one thought of a BMX game but suddenly there are loads of them. Expect hackysac and basejumping next year

Ready 2 Rumble 2

Publisher: Midway

Developer: In-house

Number of players: One to eight

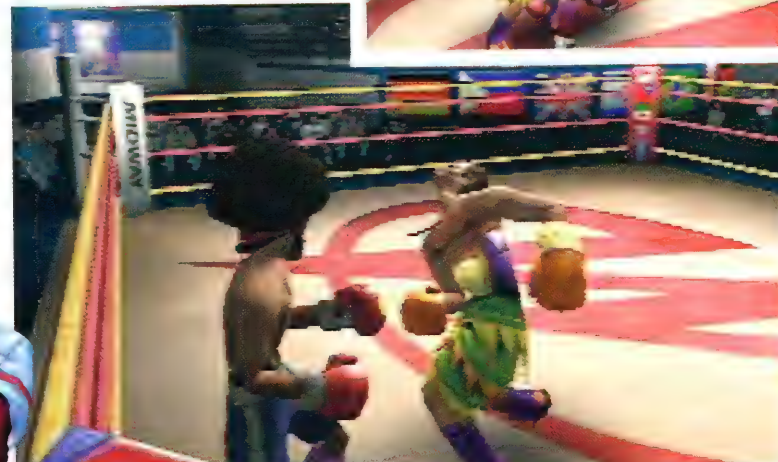
Release date: November

The original *Ready 2 Rumble* took the noble art of boxing, strapped a giant afro to its head, replaced its shorts with sequin-covered spandex and generally mocked the Marquis of Queensbury. Now its successor is in training, promising more of the same caricatured pugilist humour.

Among those characters who have

survived the original game are a number of new additions including basketball star Shaq O'Neil and Michael Jackson! But these boxers aren't all mouth and no shorts, they now all enjoy additional combos and special moves. These include unorthodox belly flops, vicious head butts and bizarre butt bumps to name a few.

With a new Championship Mode, and interactive training, Midway promise extra longevity for each contest as well as an especially promising eight-player Tournament mode.



Apparently Michael Jackson is in this game! Imagine the fun you could have taking a pair of boxing gloves to his face. Watch out for the lawyers though!



After feeling slightly let down by the original, *Ready 2* promises more of the same. But if you ever desired to lamp the King Of Pop around the chops, this could be your chance

Ducati Life

Publisher: Acclaim

Developer: Attention to Detail

Number of players: One to two

Release date: Christmas

Espite the glorious success of driving games on the PlayStation it is strange how wide of the mark most bike racers have been. The often repeated mantra is *Gran Turismo* on two wheels but this time developers Attention To Detail believe they might be closer to that shinning shibboleth than most.



Aimed to be both accessible and involving, *Ducati Life* is based around the bikes of the world famous manufacturer. As your skills grow so do your rides, until you reach such technological marvels as the 996.

But the tinkering doesn't stop there. Cogs, tyres, cranks and cam belts can all be changed to squeeze the last drops of performance from your bike. But this realism isn't made at the expense of fun with the developers keen to make *Ducati Life* both accessible and involving. Expect this speed-a-thon to hit the streets sometime near Christmas.



Knees down for what promises to be the best bike outing ever. At 30 frames per second even in two-player mode it could also be the smoothest



Motorbike games have traditionally been very poor on the PlayStation but hopefully this will be the game to help us forget everything that went before.

LMA 2001

Publisher: Codemasters

Developer: In-house

Number of players: One

Release date: Autumn

Football management games were always giant non-user friendly affairs, crunching more numbers than HAL from 2001... That was until *LMA Manager* came along. Simple, enjoyable and accessible, it made the game mechanics easy, leaving you free to concentrate on managing your team. During the close season, changes have been made and *LMA* is back, ready to defend its title.

But rather than simply churn out a

new version with updated statistics and player rosters, Codies have returned to their chalkboard to devise a devious tactical masterstroke for their challenge for the championship. Out have gone all the old menus and screens in favour of a simpler system that should make your task that much easier. New training schedules and systems have been added to enable your players to work together to improve their offside trap, attacking play and so on.

The match system has also been updated so that not only can you employ ever more complex tactical decisions, but now the choices you make will have a greater impact on the result. This is looking as good as it gets. ■



The original is still the best football sim you can buy for PlayStation, so any improvement on the format should make this an absolute classic



United take on the lesser team in Sheffield. Surely a winner for the Blades. With *LMA 2001* you have all the very latest teams in the correct leagues

International Cricket Captain 2000

Publisher: Empire Interactive

Developer: In-house

Number of players: One to two

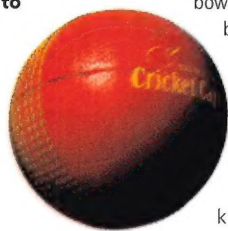
Release date: September

After five years only one decent title, *Brian Lara Cricket*, has successfully brought short stops, cover drives and forward defences to the grey box. *International Cricket Captain 2000* could be the second, although it is a very different game. It's, basically, a management sim, although, to be more precise, we should call it a captain sim.

You must lead your team on and off the field. The full game has you taking over a county

side and leading it through the different competitions. If you're successful you can then make the move up to leading your country. Other modes enable you to captain a county side or England straight way, take on any test-playing nation, captain any team in the 1999 World Cup, and there's even a Two-Player Mode. If you choose to watch the game (you can sit them out if you want to check out how they do without you) there is plenty for you to do. When bowling you set the aggression of your

bowlers and choose where they will bowl. You need to swap them round and change the field to go for wickets or keep runs down. All this is nicely comprehensive; it could be the game cricket enthusiasts have been waiting for. We'll know pretty soon. ■



While cricket isn't the world's most exciting sport it does lend itself to strategy games like this, as *ICC's* popularity on the PC shows



This is a first. For its amazing support there are so few PlayStation cricket games. Hopefully, *ICC 2000* will be worth the wait. Opinion so far is pretty positive

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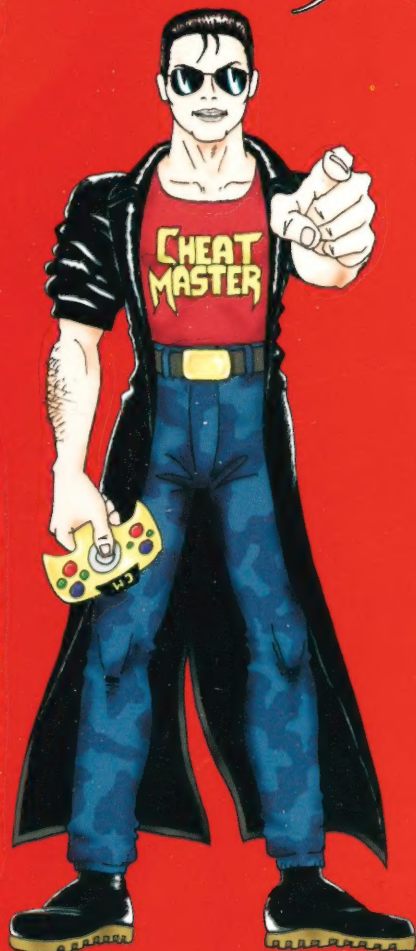


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